

VISIT...

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GO WORLD

Summer 2003 NO. 98

佐藤四郎忠信

楊洲園延策

ひと度君の身ぶ
うろろ吉野の衆徒と切らじ
毛抜の塔の一足とび落乃
うろろある日のと西基の
勝負と争をひし張すと
すれど岡目八目助言の訴
人お補平の大世征の田
とどろ共せの勇とあ
るひさる



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The cover: The bottom half of a page from an illustrated book depicting famous Japanese warriors by Chikanobu. In this dramatic drawing, the warrior Sato Tadanobu, known as "Go-Board Tadanobu", is shown fighting off his enemies with a go board. Published by Tsunajima Kamekichi in 1882. The full story of this episode can be found at <http://www.kiseido.com/printss/goban.html>

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Go World News

March~June 2003

by John Power

International

Yi Ch'ang-ho wins 4th Chunlan Cup

The final of the 4th Chunlan Cup was eagerly awaited by Japanese go fans, as Japan had its first finalist in a world title for 21 months. However, Yi Ch'ang-ho spoiled Hane Naoki's debut by taking the title with straight wins.

With this victory, Yi became the first player to complete a grand slam of the current international titles. It is his 18th world title.

In the play-off for third place, held in China on 10 March, Luo Xihe 9-dan of China defeated his compatriot Chang Hao 9-dan.

The sponsors have announced that from now on the tournament will be held every two years.

The final (played in Seoul):

Game 1 (16 March). Yi (W) by resig.

Game 2 (18 March). Yi (B) by resig.

7th LG Cup: a triumph for the younger Yi

Yi Se-tol is showing that the main threat to Yi Ch'ang-ho's international domination will come from inside Korea. The younger Yi (20 to Ch'ang-ho's 27) has defeated his senior in the final of the 7th LG Cup 3-1. This gives him his second concurrent world title. What is even more impressive, it takes his record against Yi Ch'ang-ho so far this year to an astonishing 6-1 (results in all games between the two are 13-13).

Se-tol had said earlier that he wanted to win a world title by defeating Ch'ang-ho in the final. Now that he has accomplished his ambition, he has clearly established himself as the world's number two; he must fancy his chances of becoming number one in due course.

Thanks to a revision of the promotions rules (of which we have no details), Yi Se-tol jumped from 3-dan to 6-dan after this victory. Later, second place in a Korean title took him to 7-dan (see the Korean news). The only question is: why are the Koreans doing this piecemeal?

The LG Cup is sponsored by the Lucky Goldstar group of companies; first prize is 250 million won (about 25 million yen or \$210,000), with 80 million won going to the second place-getter.

The results:

Game 1 (25 Feb.). Yi Se-tol (B) by resig. (149 moves).

Game 2 (27 Feb.). Yi Ch'ang-ho (B) by resig. (149 moves).

Game 3 (25 March). Yi Se-tol (B) by resig.

Game 4 (27 March). Yi Se-tol (W) by 7½.

Rui wins World Women's Championship

The final of the Korean-sponsored Cheongkwanjang Cup was an all-Chinese affair, but victory went to the expatriate, Rui Naiwei 9-dan, who is a member of the Korean Ki-in. Zhang Xuan 8-dan of China made a good start, taking the first game, but Rui roared back in the next two games to win her sixth women's international title (out of nine held to date). Despite the general rise in the level of women's go, Rui is having no trouble maintaining her dominance.

The results:

Game 1 (8 March). Zhang (W) by resig.

Game 2 (9 March). Rui (W) by resig.

Game 3 (11 March). Rui (B) by 9½ (the komi is 6½).

Japan-Korea showdown in 16th Fujitsu Cup

For the first time ever, China failed to get a single player into the quarterfinals of the Fujitsu Cup. In contrast, Japan improved on its recent performances, matching Korea with four quarter-final places; however, only one Japanese player made it to the semifinals. That was Yoda Norimoto, who is playing superbly but who will have to face down some formidable opposition before he can claim his first victory in this tournament.

As one would expect, both Yis have semifinal seats, but they are joined by a player who only a few months ago was a virtual unknown: Song T'ae-kon. Born on 8 September 1986, which means that he is still only 16, Song leapt into the spotlight when he beat Cho Hun-hyeon to win the 7th Bacchus Cup: Chunweon title at the beginning of this year (see GW97, page 56). If his performance in this tournament is anything to go by, Korea has another young international star (see page 28 for one of his games).



Reviewing a game at the Fujitsu Cup: Song T'ae-kon, Yi Se-tol, Ch'oe Myeong-hun, and Kim Hyo-cheong 2-dan (whose sister, Kim Hyon-jon 3-dan, is a member of the Nagoya branch of the Nihon Ki-in).

Round One (Tokyo, 12 April) (komi 6½ points)

Takao Shinji 8-dan (Japan) (W) defeated Fernando Aguilar, am. 6-dan (South America), by resig.; Kobayashi Satoru 9-dan (Japan) (W) d. Huang Yizhong 6-dan (China) by resig.; John Lee, am. 7-dan (North America) (B), d. Catalin Taranu 5-dan (Europe) by resig.; Yoda Norimoto 9-dan (Japan) (B) d. Chang

Hao 9-dan (China) by resig.; Gu Li 7-dan (China) (B) d. Cho Chikun 9-dan (Japan) by resig.; Song T'ae-kon 4-dan (Korea) (W) d. Zhou Heyang 9-dan (China) by resig.; Cho Hun-hyeon 9-dan (Korea) (W) d. Kato Masao 9-dan (Japan) by 3½; Hane Naoki 9-dan (Japan) (W) d. Ch'oe Myeong-hun 8-dan (Korea) by resig.



U.S.A vs. Europe: John Lee playing Catalin Taranu in the first round



Smiles all round: Umezawa Yukari 5-dan interviewing the victorious Japanese team at the 2nd CSK Cup. L to R: Kato, Yoda, Yamashita, Hane & Yuki.

Round 2 (Tokyo, 14 April)

Yi Se-tol 6-dan (Korea) (W) d. Hane by resig.; Yu Ch'ang-hyeok 9-dan (Korea) (W) d. Gu by resig.; Yi Ch'ang-ho 9-dan (Korea) (W) d. John Lee by resig.; Kobayashi (W) d. Pak Yeong-hun 4-dan (Korea) by resig.; Song (B) d. O Meien 9-dan (Japan) by resig.; O Rissei 9-dan (Japan) (B) d. Cho Hun-hyeon by 4½; Takao (W) d. Zhou Junxun 9-dan (Chinese Taipei) by resig.; Yoda (B) d. Wang Lei 8-dan (China) by resig.

Quarterfinals (Tokyo, 7 June)

Yoda (W) d. Yu by resig.; Yi Se-tol (W) d. Kobayashi by 6½; Yi Ch'ang-ho (B) d. O Rissei by 4½; Song (W) d. Takao by ½.

Semifinal pairings (Tokyo, 5 July)

Yoda vs. Yi Se-tol; Yi Ch'ang-ho vs. Song.

Japan wins 2nd CSK Cup

Just when their fans had given up on them, the Japanese team came good, surprising everyone by convincingly winning the 2nd CSK Cup Asian Team Match. In a poll conducted by *Go Weekly* before the tournament, more than 70% of the respondents picked Korea to win. This showed not a lack of patriotism but simple realism: Korea hadn't lost a go tournament for over two and a half years.

Last year, when this five-player team tournament was inaugurated, Korea swept the board, disposing of the opposing teams without dropping a game (see GW95, page 4). This year, be-

sides a new name (previously it was the Igo Asia Cup in Okinawa), the tournament changed from a knockout to an all-play-all team match. It was again held in Okinawa, this time at the Manza Beach Hotel in Onna Village.

Unlike last year, the Japanese stacked their team with titleholders, with encouraging results. After starting with a 4-1 win over Chinese Taipei, Japan shocked Korea with a 4-1 victory in the second round. The next day Korea was also vanquished 3-2 by Chinese Taipei; significantly, the three wins were scored by Nihon Ki-in players who would usually represent Japan in international tournaments.

One of the features of this tournament is that the teams can switch around their order after the first match (the rule is the order has to be presented to the organizers two hours before the match starts). Team pairings and colours for the whole tournament are decided by drawing lots at the opening ceremony on the eve of the tournament. That means that a team can choose who gets to play with which colour. Yoda is known for his prowess with black, so the Japanese team let him have black in all his games — to good effect, as he won all three. Yuki also wanted black and got it twice; he also won all his games. Perhaps the most satisfied player was Hane Naoki, who got a little revenge on Yi Ch'ang-ho for his Chunlan loss.



Yu Ch'ang-hyeok playing Yamashita Keigo in the CSK Cup

It remains to be seen if this performance was a flash in the pan. No one is betting that Korea won't resume its international dominance.

Full results

Round 1 (27 April)

Japan vs. Chinese Taipei: 4-1

Kato Masao (W) beat Rin Kaiho by resig.
Yoda Norimoto (B) beat O Rissei by resig.
Yamashita Keigo (W) lost to O Meien by 2½.
Hane Naoki (B) beat Cho U by resig.
Yuki Satoshi (W) beat Huang Xiangren by resig.

Korea vs. China: 4-1

Cho Hun-hyeon (W) lost to Yu Bin by resig.
Yi Ch'ang-ho (B) beat Ding Wei by resig.
Yu Ch'ang-hyeok (W) beat Dong Yan by resig.
Yi Se-tol (B) beat Liu Jing by resig.
Song T'ae-kon (W) beat Wang Xi by resig.

Round 2 (28 April)

Japan vs. Korea: 4-1

Kato (W) lost to Cho Hun-hyeon by resig.
Yoda (B) beat Yi Se-tol by resig.
Hane (W) beat Yi Ch'ang-ho by resig.
Yuki (B) beat Song by resig.
Yamashita (W) beat Yu by resig.

China vs. Chinese Taipei: 3-2

Dong (B) beat Huang by resig.
Yu Bin (W) lost to Cho U by ½.
Wang (B) lost to O Rissei by resig.
Liu (W) beat O Meien by ½.
Ding (B) beat Rin by 1½.

Round 3 (29 April)

Japan vs. China: 3-2

Yoda (B) beat Dong by resig.
Kato (W) lost to Liu by 2½.
Yamashita (B) beat Wang by resig.
Hane (W) lost to Yu Bin by resig.
Yuki (B) beat Ding by resig.

Chinese Taipei vs. Korea: 3-2

Cho U (B) beat Yi Ch'ang-ho by resig.
O Rissei (W) beat Yi Se-tol by resig.
O Meien (B) beat Yu by 1½.
Huang (W) lost to Song by resig.
Rin (W) lost to Cho by 8½.

Summary

	matches won	games won
1st: Japan	3	11
2nd: Korea	1	7
3rd: China	1	6
4th: Ch. Taipei	1	6

Korean monopoly ends

The 2nd CSK Cup saw the end of Korea's remarkable monopoly of world titles. Its winning streak extended to 19 successive tournaments or 23 if we include women's titles. This is an astonishing record of success. The question is, however, whether or not the CSK setback is just a temporary interruption.

2000

August: Cho Hun-hyeon wins 13th Fujitsu Cup.

Rui Naiwei wins 1st China Eastern Airlines Cup.

Dec.: Yu Ch'ang-hyeok wins 5th Samsung Cup.
Yi Ch'ang-ho wins 4th Ing Cup.

2001

February: Rui wins 2nd Hung Chang Cup.
March: Korea wins 2nd Nong Shim Cup.
May: Yi Ch'ang-ho wins 5th LG Cup.
Cho Hun-hyeon wins 13th TV Asia Cup.
June: Yu Ch'ang-hyeok wins 3rd Chunlan Cup.
August: Cho Hun-hyeon wins 14th Fujitsu Cup.
Nov.: Cho Hun-hyeon wins 6th Samsung Cup.

2002

February: Korea wins 3rd Nong Shim Cup.
March: Korea wins 1st Igo Asia Cup.
Yun wins 1st Haojue Cup.
April: Yu Ch'ang-hyeok wins 6th LG Cup.
May: Yi Ch'ang-ho wins 14th TV Asia Cup.
August: Yi Se-tol wins 15th Fujitsu Cup.

2003

January: Cho Hun-hyeon wins 7th Samsung Cup.
Korea wins 4th Nong Shim Cup.
Yi Ch'ang-ho wins 1st Toyota Cup.
March: Rui wins 1st Cheongkwanjang Cup.
Yi Ch'ang-ho wins 4th Chunlan Cup.
Yi Se-tol wins 7th LG Cup.

Current international champions

4th Ing Cup: Yi Ch'ang-ho (Korea)
1st Toyota & Denso Cup: Yi Ch'ang-ho
15th Fujitsu Cup: Yi Se-tol (Korea)
7th Samsung Cup: Cho Hun-hyeon (Korea)
4th Chunlan Cup: Yi Ch'ang-ho
7th LG Cup: Yi Se-tol
14th TV Asia Cup: Yi Ch'ang-ho
1st Cheongkwanjang Cup: Rui Naiwei (Korea)
4th Nong Shim Spicy Noodles Cup: Korea
2nd CSK Cup: Japan

Most world championships won

18: Yi Ch'ang-ho
11: Cho Hun-hyeon
6: Takemiya Masaki, Yu Ch'ang-hyeok
4: Yoda Norimoto
2: Otake Hideo, Ma Xiaochun,
Yu Bin, O Rissei, Yi Se-tol
1: Kobayashi Koichi, Rin Kaiho,
Cho Chikun, Seo Pong-su

Team championships (Jinro, Nong Shim, Igo Asia/CSK)

10: Korea Japan: 1

News from Japan

Yamashita wins Kisei title

The new generation in Japan has made its first really big breakthrough. Yamashita Keigo has won the Kisei title, becoming, at 24, the youngest player ever to hold the title*. Yamashita ended O Rissei's reign as Kisei after three years, defeating him 4-1.

The fifth game was representative of the series: O Rissei skilfully settled a weak group, but Yamashita outread him when O tried to attack him. O had rescued his weak group with a leaning attack; pulling out this group in turn weakened a Yamashita group that had invaded O's moyo. O made a move that threatened to cut off its escape route and seemed to take the initiative, but Yamashita hit back with a severe counter that O had overlooked. The result was that the 'threatened' group linked up while taking profit.

Yamashita has reached the top after just ten years as a professional. He was already very popular with go fans in Japan, especially the younger, *Hikaru no Go* generation, for his spectacular style; his game is based on building thickness and attacking, not on taking territory. A few years ago, he startled the go world by playing his first move on tengen (the centre point) and playing the 5-5 point in important games. He also seems to have the requisite nerve for a champion: in the Kisei title match, he seemed calm and not overawed by the occasion and he played his usual bold, centre-oriented game.

All in all, Yamashita seems to be a worthy champion. It will be interesting to see how he does on the international stage, as he will now be seeded into the international tournaments.

Incidentally, Yamashita is the first disciple of Kikuchi Yasuro, founder and head of the Ryo-kusei Gakuen, to win a big title. Just for the record, the Kisei is his 8th title, but the previous ones were all minor titles except for one Gosei title.

* At just under 24 years six months, he is the fourth-youngest player to win a top-three title. Ishida Yoshio won the Honinbo title at 22 years ten months; Rin the Meijin at 23 years four months; and Cho Chikun the Meijin at 24 years three months. Also, in one jump, Yamashita's rank rises from number 165 at the Nihon Ki-in to number one.



The birth of the new Kisei: Yamashita wins the fifth game.

Results:

Game 1 (16, 17 Jan.). Yamashita (W) by 6½.
Game 2 (29, 30 Jan.). Yamashita (B) by resig.
Game 3 (5, 6 Feb.). O (B) by 4½.
Game 4 (19, 20 Feb.). Yamashita (B) by resig.
Game 5 (26, 27 Feb.). Yamashita (W) by 1½.

O defends Judan title

O Rissei bounced back from his Kisei setback, defending the 41st Judan title 3-2. The challenger, Takao Shinji 8-dan, was making his debut in a top-seven title match; he seemed to have excellent chances of taking the title, as he



Takao Shinji performed very creditably in his title-match debut but fell just a little short. Here he reviews his win in the third game with (L to R) O Rissei, Ishida Yoshio, Konishi Taizo, and Takemiya Masaki.

was in great form (he was sitting on a 15-game winning streak) while O had made a terrible start to the year (his record was 4-7).

Last year White won every game in the Judan title match (probably a first for the same colour in a title match with komi); this year it was Black's turn. Fortunately for O, he drew black in the final game.

Despite his loss, Takao impressed spectators with his play; his day will surely come.

This year, the time allowance was reduced from five hours each to four, which is getting closer to the international norm of three hours.

The results:

Game 1 (6 March). O (B) by 6½.

Game 2 (27 March). Takao (B) by 1½.

Game 3 (10 April). O (B) by resig.

Game 4 (17 April). Takao (B) by 1½.

Game 5 (24 April). O (B) by resig.

Kobayashi Izumi wins 15th Women's Meijin

Kobayashi Izumi has once again established herself as the top woman player in Japan by winning her second concurrent title. In GW97, we reported her successful defence of the Women's Honinbo. She has now annexed the 15th Women's Meijin, defeating her archrival Aoki Kikuyo 8-dan. The two have clashed in this title for four years in a row, winning alternately; this year it was Kobayashi's turn.

The results:

Game 1 (26 Feb.). Kobayashi (B) by resig.

Game 2 (5 March). Kobayashi (W) by resig.

Yuki wins first Kakusei title

In the final of the 25th Kakusei title, played on 24 February, Yuki Satoshi 9-dan (B) defeated Hane Naoki Tengen by resignation. In his teens, Yuki was hailed as a potential champion of the

future; although he hasn't yet lived up to his promise, in recent years (he is now 31) he has been the top Kansai Ki-in player. This is his third title, following the 18th Shinjin-O title in 1993 and the 28th Haya-go Championship in 1995.

Cho U leads in Honinbo title match

After leading all the way in the 58th Honinbo league, Cho U 8-dan stumbled in the final round, played on 3 April, losing to Yamashita Keigo, the new Kisei, and so being forced into a play-off with O Meien. However, Cho took revenge for his loss to O in the title match two years ago, beating him by just half a point (Cho had black) on 7 April.

For the first four games, the title match followed the same pattern as the Judan, with Black winning, but Cho made a breakthrough in the fifth game, becoming the first player to win with white. This success means that his prospects of taking the title in his second challenge now look very good.

Incidentally, the age gap between Cho and Kato sets a new record in the Honinbo title match of 32 years ten months. (The record gap in any title is probably 40 years, set when Kato at 23 lost the 7th Pro Best Ten final to the 63-year-old Hashimoto Utao in 1970.)

Results to date:

Game 1 (14, 15 May). Kato (B) by resig.

Game 2 (26, 27 May). Cho (B) by resig.

Game 3 (2, 3 June). Kato (B) by resig.

Game 4 (16, 17 June). Cho (B) by resig.

Game 5 (25, 26 June). Cho (W) by 5½.

Yoda to challenge for Gosei

In the play-off to decide the challenger for the 28th Gosei title, held on 29 May, Yoda Norimoto Meijin defeated Akiyama Jiro 8-dan. The latter missed the chance to make his first chal-

58th Honinbo league (3 October 2002 to 3 April 2003)

Title-holder: Kato Masao

Place	Player/opponent	OM	CU	CS	CC	KK	RK	RS	YK	Score
1	O Meien	—	0	1	1	1	1	1	1	6 - 1
1	Cho U	1	—	1	1	1	1	1	0	6 - 1
—	Cho Sonjin	0	0	—	1	0	0	0	1	2 - 5
—	Cho Chikun	0	0	0	—	1	1	0	0	2 - 5
4	Kobayashi Koichi	0	0	1	0	—	1	1	0	3 - 4
—	Rin Kaiho	0	0	1	0	0	—	1	0	2 - 5
—	Ryu Shikun	0	0	1	1	0	0	—	0	2 - 5
3	Yamashita Keigo	0	1	0	1	1	1	1	—	5 - 2

Play-off (7 April): Cho U defeated O Meien.

28th Meijin league (28 November 2002 to summer 2003)

Title-holder: Yoda Norimoto

Rank	Player/opponent	CC	RS	YK	OM	RK	OR	TM	MT	CU	Score
1	Cho Chikun	—	1	0	1		0	1		0	3 - 3
2	Ryu Shikun	0	—	0	0	0	1		1		2 - 4
3	Yamashita Keigo	1	1	—		1	1	1	1		6 - 0
4	O Meien	0	1		—	0		1	1	0	3 - 3
5	Rin Kaiho		1	0	1	—	0	1	1	1	5 - 2
6	O Rissei	1	0	0		1	—		1	0	3 - 3
7	Takemiya Masaki	0		0	0	0		—	0	0	0 - 6
7	Mizokami T.		0	0	0	0	0	1	—	0	1 - 6
7	Cho U	1			1	0	1	1	1	—	5 - 1

lenge for a top-seven title (he also lost the Tengen play-off in 2001).

The title match, which will be the first in Japan with the new 6½ komi, with Kobayashi Koichi Gosei starts on 1 July. Kobayashi will be shooting for his third successive Gosei title and 10th overall. Yoda will be hoping to make a comeback: he was Gosei from 1996 to 1998.

Incidentally, Michael Redmond had a good run in this tournament, reaching the semifinals, which is his best effort yet in a top-seven title. Western fans were optimistic that we would see the first top-seven challenge by a Westerner, but, after beating Kataoka Satoshi 9-dan, Ishii Kunio 9-dan, and Cho Chikun 9-dan, he lost to Yoda.

28th Meijin league

Yamashita Keigo has maintained the form that won him the Kisei title. After six rounds, he is undefeated and has the sole lead, but he still has to play Cho U 8-dan, who is in second place. Rin Kaiho 9-dan still has an outside chance of tying for first if the other two falter.

Kobayashi Izumi reaches Judan final section

Kobayashi Izumi 5-dan has become the first woman player to reach the final section of the Judan tournament. She did this by defeating Cho Sonjin 9-dan in the final round of the 3rd preliminary section of the 42nd Judan tournament. Kobayashi is only the sixth woman player to reach the final section of a top tournament. Usually this means making the top 32, but in the case of the Judan, with its parallel winners' and losers' sections, it means making the top 16.

Just for the record, her predecessors are:

Honda Sachiko 5-dan: 1979 Tengen

Kobayashi Reiko 6-dan: 1981 Tengen

Kusunoki Teruko 5-dan: 1984 Gosei

Ogawa Tomoko 6-dan: 1994 Tengen

Yoshida Mika 6-dan: 1996 Gosei.

Kobayashi Reiko also played in the final section of the Pro Best Ten from 1970 to 1973 and in 1978, but she earned a seeded place in voting by go fans.

Unfortunately, Kobayashi Izumi lost her debut game, against O Meien Oza, but she gets a second chance in the losers' section.

Shusai Prize to Cho U

On 25 January, the 40th Shusai Prize was awarded to Cho U, then still 7-dan, in recognition of his feat in setting a new record for most wins in one year (70) in 2002. With the abolition of the rating tournament, it may be hard for anyone to break this record (eight of his wins were in the Oteai). Cho also won the NHK Cup and the King of the New Stars title.

This award continued the recent trend of giving recognition to promising young players (Yamashita Keigo in 2000, Hane Naoki in 2001) rather than to the winner of the Kisei title, as in the preceding 12 years. O Rissei lost out this time mainly because he had a minus record last year even though he won two of the top four titles. He is the only Kisei titleholder never to have won the Shusai Prize.

Okura Prizes to *Hikaru no Go* creators

Ms. Hotta Yumi, the writer of the popular comic book and TV cartoon *Hikaru no Go*, and Obata Takeshi, the illustrator, have been awarded Okura Prizes in recognition of their contribution to popularizing go. *Hikaru no Go* has done a lot to rectify the somewhat musty image of go in Japan and has led to an unprecedented go boom among young people, especially elementary-school children. Everyone hopes that in the near

28th Kisei A League (12 June to October 2003)

Place	Player/Opponent	OR	HN	KS	IY	MT	IY	Score
1	O Rissei Judan	—				1		1-0
2	Hane Naoki Tengen		—				1	1-0
3	Kobayashi Satoru 9-dan			—	1			1-0
4	Ishida Yoshio 9-dan			0	—			0-1
5	Mimura Tomoyasu 9-dan	0				—		0-1
5	Imamura Yoshiaki 8-dan		0				—	0-1

28th Kisei B League (5 June to October 2003)

Rank	Player/Opponent	RS	CU	YN	CC	OM	AS	Score
1	Ryu Shikun 9-dan	—					0	1-0
2	Cho U 8-dan		—	1				1-0
3	Yoda Norimoto Meijin		0	—				0-1
4	Cho Chikun 9-dan				—	1		1-0
5	O Meien Oza				0	—		0-1
5	Awaji Shuzo 9-dan	1					—	1-0

future this will lead to a renaissance in Japanese professional go.

Kisei leagues

The 28th Kisei leagues have just got under way, but there has already been one important game. Co-favourites in the B League, Cho U and Yoda Norimoto, clashed in the first round, with victory going to the former.

Takao wins 33rd New Stars

Takao Shinji 8-dan (white) defeated Kim Shujun by 1½ points in the final of the 33rd New Stars tournament, which was telecast on 23 and 30 March. This is Takao's first win in this tournament and his fifth title. For Kim, it was his third successive loss in the final.

Cho U's promotion record

Overlooked in the fuss about the abolition of the Oteai was the fact that Cho U had broken a 30-year-old record: Cho Chikun's streak of 36 games without a loss. That streak included two jigos and one no-result (because of a triple ko). When the Oteai ended in December 2002, Cho U was sitting on an undefeated streak of 40 games (including one jigo). We'll never know how far he might have extended the record.

Cho ended up with an impressive overall record in the Oteai: 77 wins, 7 losses, 2 jigos (a winning percentage of 89.5). With black, his record was 41-1-1 (95%).

Incidentally, Yamashita Keigo ended with an unbroken winning streak of 23 games. If the Oteai had continued, he might have broken Ishida Yoshio's record of 30 successive wins (set in 1970).

Ryu wins 22nd NEC Cup, Akiyama wins NEC New Stars

In the final of the 22nd NEC Cup, held on 8 March, Ryu Shikun 7-dan (B) defeated Takao Shinji 8-dan by half a point to score his first success in this tournament. This is Ryu's first title win since the 2000 Tengen and his eighth title overall.

In the final of the parallel tournament, the 18th NEC New Stars, Akiyama Jiro 8-dan (W) beat Han Zenki 6-dan by 8½ points to win his first title. The sponsor has decided to terminate this tournament, on the grounds that the recent successes of young players show that it has achieved its aims of promoting the development of younger players.

Mimura wins 50th NHK Cup

The NHK Cup has become the third tournament, after the Honinbo and the Oza, to complete a half-century. Winner in this landmark year was a dark horse, Mimura Tomoyasu 9-dan, who defeated O Rissei Judan in the final (telecast on 23 March). O missed a chance to set up a triple ko, which would have necessitated the first-ever replay of the final.

Promotions

In our previous issue (on pages 10 and 11), we described the new promotion system, based on results in regular tournaments. Although the Oteai was abolished, we were overhasty in announcing the 'last group of promotions by the Oteai system', as promotion by the old system has been continued on a transitional basis, with Oteai points being awarded for up to eight regular tournament games. Quite a few players have earned promotion by this transitional system:

To 9-dan: So Kofuku, Fukui Masaaki, Nakaonoda Tomomi

To 8-dan: Yo Kaei, Nakao Jungo

To 7-dan: Tsurumaru Keiichi, Kono Rin, Shimojima Yohei

To 6-dan: Matsumoto Takehisa

To 5-dan: Tsuruyama Atsushi, Ko Iun

To 4-dan: Mochizuki Ken'ichi, Shuto Shun

To 3-dan: Ueda Takashi, Takekiyo Isamu, Ko Iso, Ohashi Hirofumi, Iyama Yuta, Kim Hyon-jon

Promotions by the new system

1. Based on achievement

To 9-dan: Yamashita Keigo (for winning the Kisei title); Ryu Shikun (for winning the Tengen title twice [he has actually won it four times altogether]).

To 8-dan: Cho U (for challenging for the 2001 Honinbo title — if he takes the title from Kato, he will go to 9-dan).

2. Based on total games won

No promotions to date. The contrast with the large number of promotions by the transitional Oteai already shows that the new system is going to check dan inflation. At least, unlike the Japanese economy, deflation is ruled out.

Influence of the new komi

Go Weekly has published the first report on results under the new komi. Bearing in mind that the total number of games played so far is still statistically insignificant, it's interesting to note that the extra point of komi for White is making a smaller difference than one might have expected.

Black's winning percentage in the five years preceding the changeover was 51.86% over nearly 15,000 games. From 6 November 2002 to the end of March 2003, 688 games were played with the new komi, of which Black won 51.6%.

It seems that Black still retains an advantage from playing first. Even so, *Go Weekly* predicted that no one would be calling for another raise in the komi any time soon.

Retirements

Nabeshima Akira 7-dan (as of 31 March)

Maetani Shingo 5-dan (as of 31 March)

Tanimura Yoshiyuki 7-dan (as of 30 April)

Ando Akio 2-dan (as of 30 April)

News from Korea

Yi defends Kiseong title

In the 14th Kiseong best-of-five, Cho Hun-hyeon made his sixth attempt to regain this title from his disciple, but once again Yi Ch'ang-ho refused to loosen his grip.

With the score tied 2-all, the final game was played on 17 April at the Korean Ki-in. Taking black, Yi won by 8½ points. He has now held this title for 11 years in a row.

The fifth game is given on pages 12 and 13.

Yu wins KT Cup Masters

Yu Ch'ang-hyeok is only 37, but in Korea these days he ranks as a veteran. However, he showed that he is not going to let the young players have it all their way when he defeated Yi Se-tol 6-dan, who turned 20 in March, 2-1 in the final of the 2nd KT Masters. Thanks to this result, Yu once again has a title to his name.

Although this is a knockout lightning tournament, sponsored by Paduk TV and the KT corporation, with a time allowance of just 20 minutes, it carries the top prize for a domestic Korean tournament of 50 million won.

According to new promotion rules in effect, Yi Se-tol's second place earned him promotion to 7-dan.

The results:

Game 1 (5 April). Yi (W) by resig.

Game 2 (19 April). Yu (W) by resig.

Game 3 (3 May). Yu (W) by 3½.

Just for the record, the inaugural cup was won by Cho Hun-hyeon, who beat Ch'oe Ch'eol-han 4-dan 2-1 in February and March last year.

News from China on page 12.
More international and Korean
news on page 27

News from China

Gu Li wins Tianyuan title

In the 17th Tianyuan best-of-three title match, the challenger to the titleholder, Huang Yizhong, was Gu Li 7-dan. White won all three games, and in the third the holder of this colour was Gu. He thus won his second title, following the 8th King of the New Stars title.

The results:

Game 1 (13 March). Gu (W) by resig.

Game 2 (15 March). Huang (W) by resig.

Game 3 (16 March). Gu (W) by resig.

Kong wins 3rd Ricoh Cup

The 3rd Ricoh Cup was held from December 2002 to March 2003, with 48 players participating. In the final, Kong Jie 7-dan beat Liu Xing 6-dan (a new name to us) by half a point with white.

Kong wins King of the New Stars

The 10th King of the New Stars title match was fought between two up-and-coming young players: Kong Jie 7-dan (aged 20) and Hu Yaoyu 7-dan (aged 21). The former prevailed with successive wins on 19 and 20 April to earn his first victory in this title. His next target will be to become the first player to win the King of the New Stars twice.

The results:

Game 1 (19 April). Kong (B) by resig.

Game 2 (20 April). Kong (W) by resig.

Zhou wins CCTV Cup

In the final, played on 27 April, of the 16th CCTV Cup, a haya-go tournament, Zhou Heyang 9-dan defeated Peng Quan 5-dan. Zhou had black and forced a resignation after 221 moves.

Incidentally, Nie Weiping 9-dan, China's former number one, had reached the semifinals but was eliminated by Peng.

Go World Index

by Jochen Fassbender

With this magazine approaching its 100th issue, covering a period of more than 25 years, this huge amount of information on more than 6,300 pages has become a treasure trove in its own right. The *Go World Index* (GWI) adds

value to this treasure by providing access to its enormous content.

GWI's controlled vocabulary guides readers in their browsing efforts for even very specific information. Many cross-references clarify the relations to concepts the readers might not have thought of.

There are currently index entries for about 580 individuals, including many non-go players (e.g. artists), nearly 1,200 events (out of 240 different ones), 1,300 games (most of them given completely), and many other aspects (e.g. techniques, problems, history, biographies, rules).

It is the sincere hope of the indexer that GWI turns out to be a useful tool when it comes to more effectively using one's *Go World* collection, be it for specific reference or a more systematic approach to studying.

GWI will be regularly updated and is available online at:

<http://www.yk.rim.or.jp/~kiseido/GWINDEX/gwi.html>

14th Kiseong Title: Eleven in a Row for Yi Ch'ang-ho

As described in the news section, the Korean Kiseong title has been dominated by Yi Ch'ang-ho. His teacher Cho Hun-hyeon won it for the 1st and 3rd terms, with Yu Ch'ang-hyeok winning it once in-between. Apart from that, it's been Yi Ch'ang-ho all the way. Here is the game in which he won the title for the 11th time.

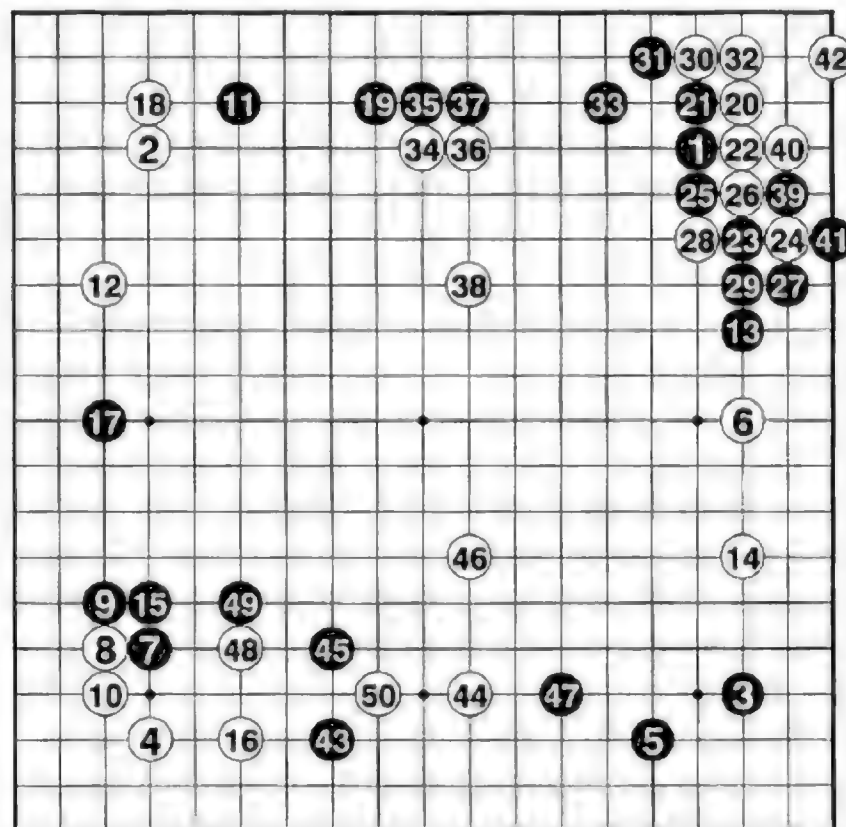


Figure 1 (1-50)

White: Cho Hun-hyeon 9-dan
Black: Yi Ch'ang-ho Kiseong
 Played on 17 April 2003.
Commentary by Kim In 9-dan.

Figure 1 (1–50) (no comments)

Figure 2 (51–100)

Black 53. Black should take sente by playing at A. The game is not easy for Black when White takes profit with 56 to 60. That's why Black plays positively with 61.

White 94 and 96 are a blunder: White should simply extend at 98. Getting to play 95 and 97 makes the game good for Black.

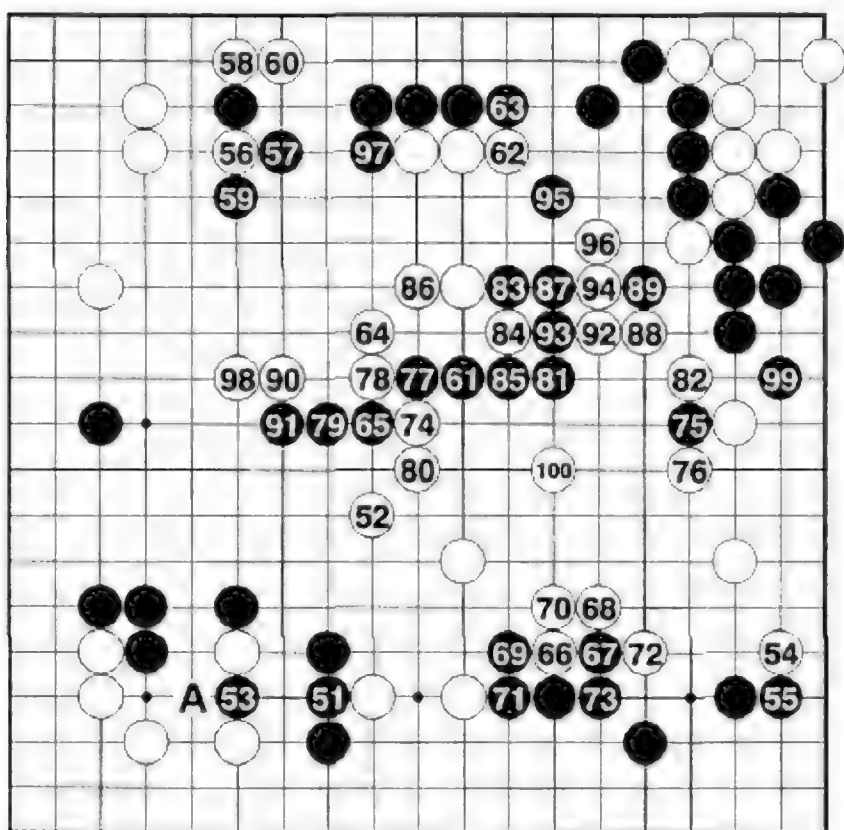


Figure 2 (51–100)

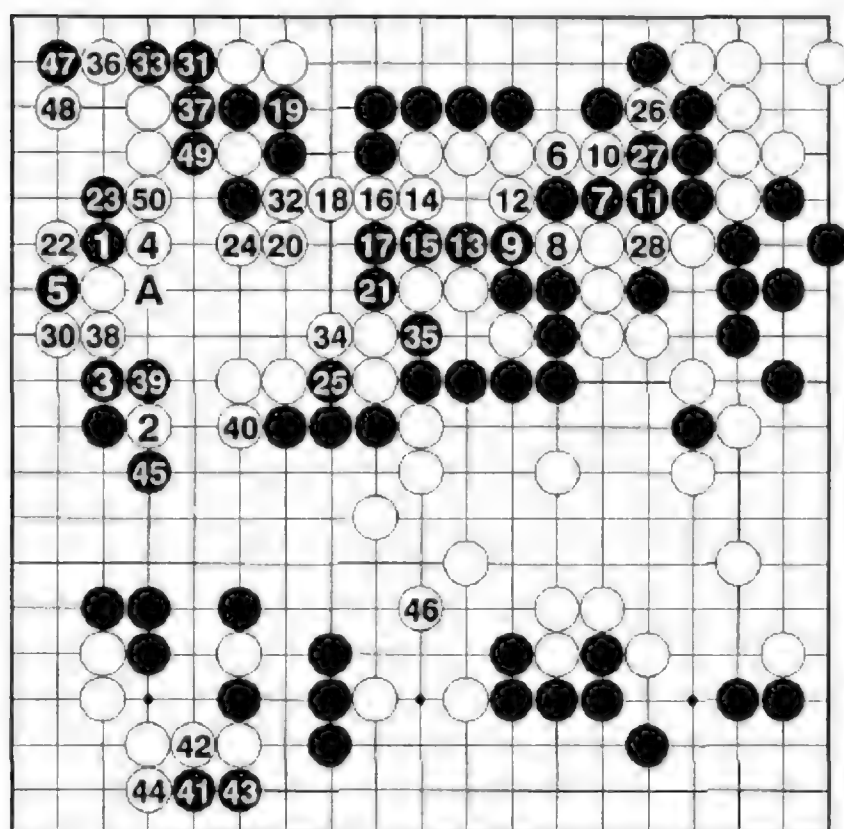


Figure 3 (101–150)
 29: connects (at 26)

Figure 3 (101–150)

The contact play of 1 makes it difficult for White to expand his right side. If White plays 2 at 4, Black crosscuts at A, and saving White's centre group will be tough.

White tries to confuse the issue with 2, then launches a challenge with 6 and 20, but Black answers coolly and calmly up to 31. White doesn't make any profit.

The timing of the sequence from 39 to 59 in the next figure is very skilful. This sets the seal on victory for Black.

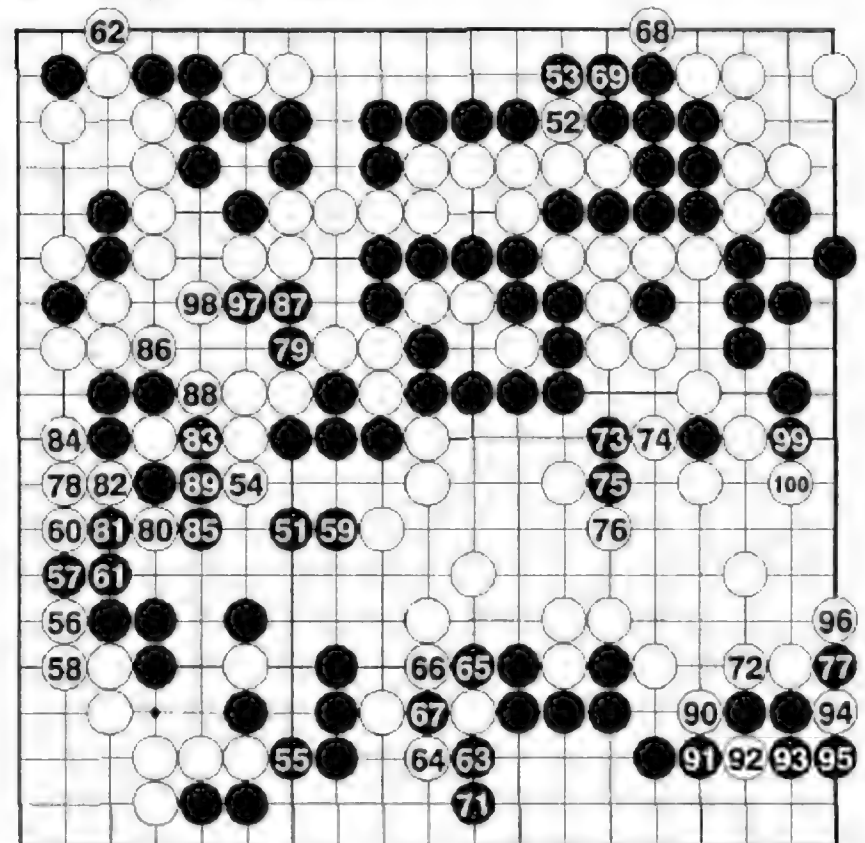


Figure 4 (151–200) 70: ko

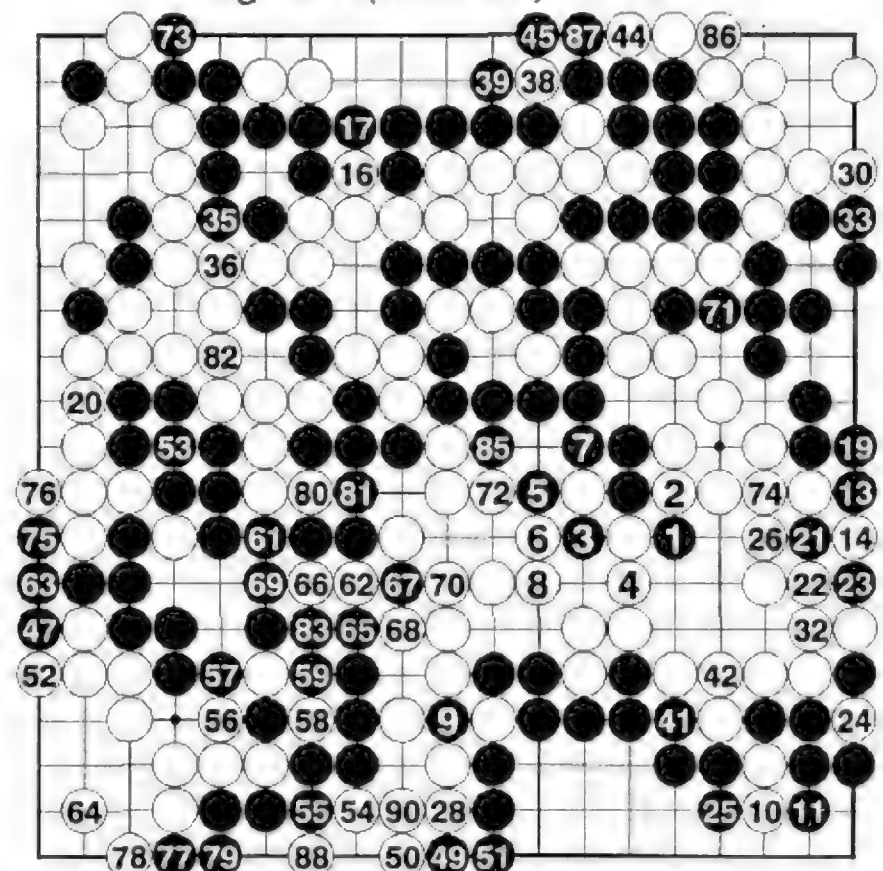


Figure 5 (201–290)

ko: 12, 15, 18; 27: connects (at 14); 29: ko (at 9); 31: ko (above 24); ko (over 9): 34, 37, 40, 43, 46; 48: connects (at 9); 60: connects (left of 58); 84: connects (at 67); 89: connects (at 24)

Figure 4 (151–200), Figure 5 (201–290)

Black wins by 8½ points.

4th Chunlan Cup Final: Hane vs. Yi Ch'ang-ho

This is the match in which Yi Ch'ang-ho became the first player to complete a grand slam of the current international titles. His opponent, Hane Naoki, received a painful initiation into competition at the top international level, but, judging by the CSK Cup, he gained from the experience.

Game One

White: Yi Ch'ang-ho 9-dan (Korea)

Black: Hane Naoki 9-dan (Japan)

Komi: 7½; time: 3 hours each.

Played in the Baduk TV Studio of the Korean Ki-in on 16 March 2003.

Commentary by Hane Naoki. Report by Shimura Akihiko.

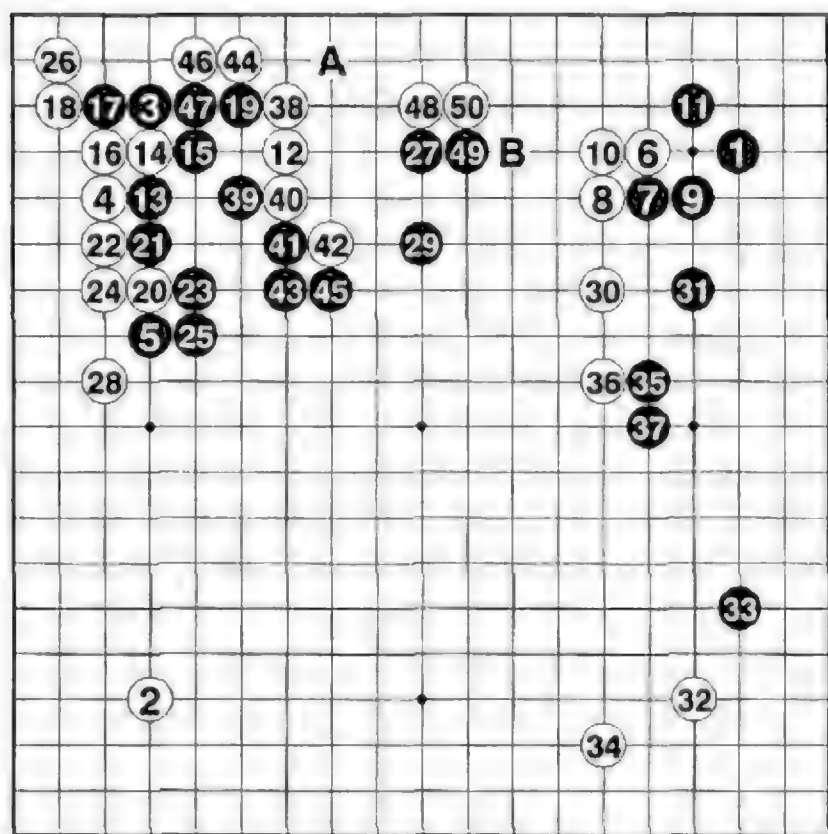
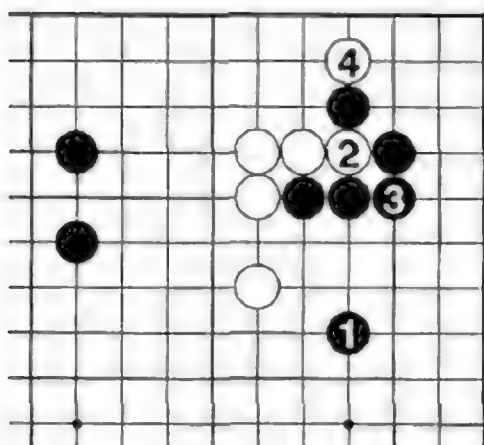


Figure 1 (1-50)



Dia. 1: good for White

Figure 1 (1-50). *An even start*

Black plays 1 and 3 because of the large komi. Hane: 'Usually I play one stone on the star point, but [the 3-4 moves] are aimed at fighting.'

The moves to 12 are what Hane expected. Not long before this game, in the LG Cup semi-final, Yi had played the same opening with Black, but he played 13 at 15.

Black 27. Black could also play peacefully, sliding at A instead.

Black 31. Black would prefer to make a two-space extension, as in *Dia. 1*, but, if he does, White can exchange 2 for 3, then block off the top with 4, which is not good for Black.

White 32. Yi: 'I should have jumped to 36, making miai of 32 and blocking at 38.'

Up to 35, Hane has slightly more of the initiative.

Yi finally sets his stone in motion with 38. However, if White can't push down at White 45, then the hane of 44 is not so frightening.

Black 47. Hane commented that instead of connecting he should have played at B.

Black 49 was Hane's slowest move of the game (he spent nearly 45 minutes on it).

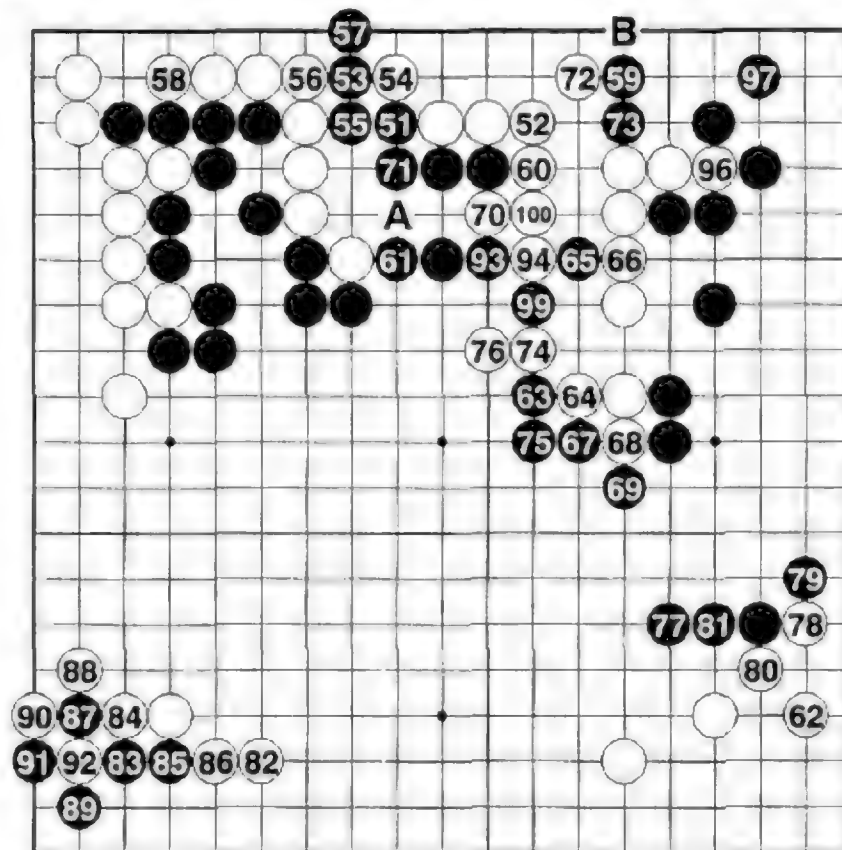


Figure 2 (51-100)

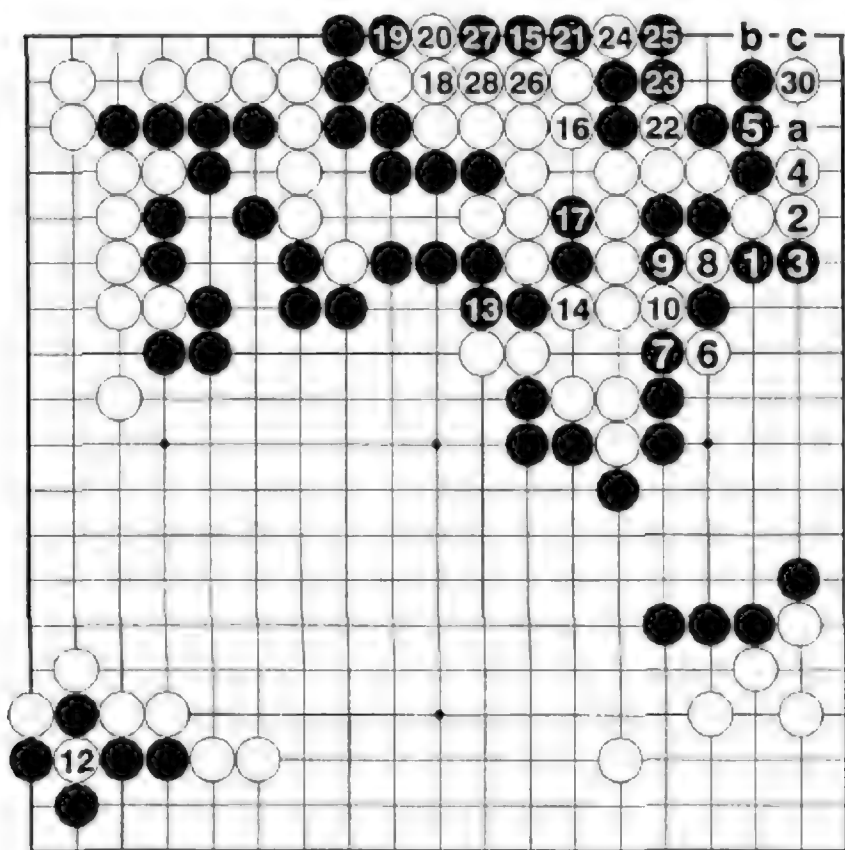
95: ko; 98: ko

Figure 2 (51-100). *Black falls a move behind.*

Hane: 'Pulling back at 52 is natural. After this, I played a series of bad moves.' Hane expected White to link up with 52 at 54; in that case, Black could make a two-step hane from Black 52, which would be nice.

Black 53. Hane: 'I should have pushed along once at 60.'

The problem is Black 55. Hane: 'Actually



Dia. 4: disaster

Game Two

White: Hane Naoki

Black: Yi Ch'ang-ho

Played in the same venue on 18 March 2003.

Commentary by Rin Kaiho 9-dan. Report by Matsura Takahito.

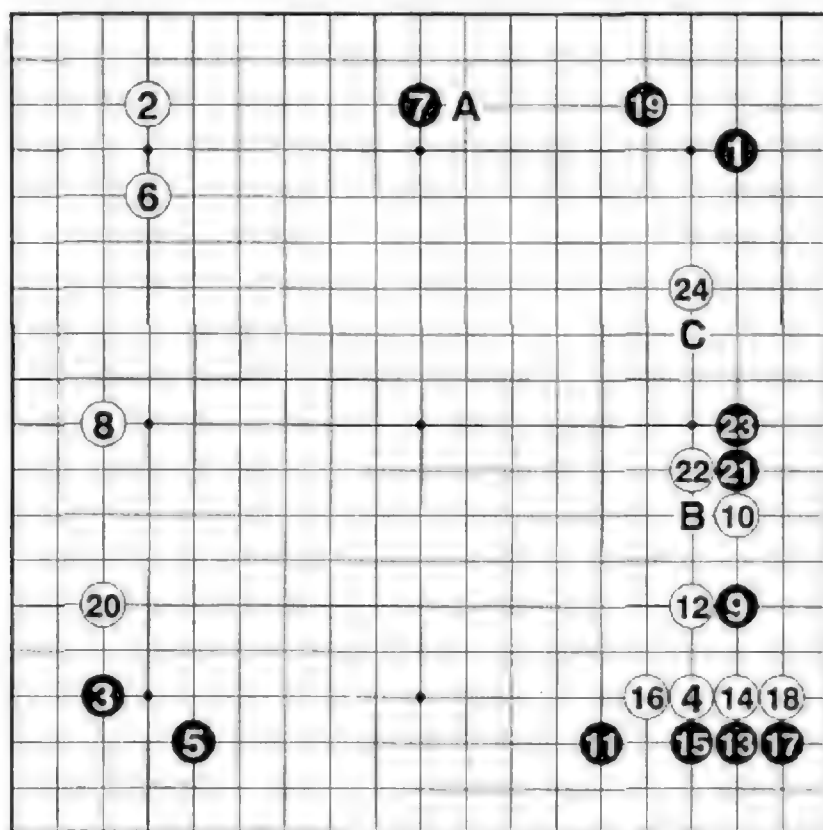


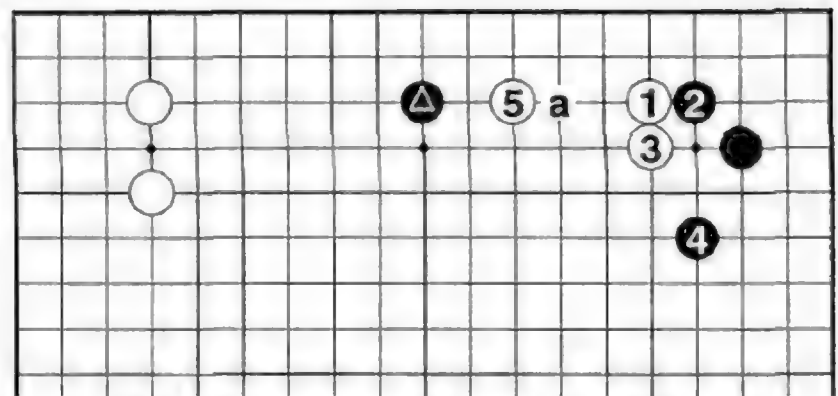
Figure 1 (1-24)

Figure 1 (1-24). Ingenious play by both sides

There's a bit of an atmosphere of another world about this game. Take White 6, to begin with. Black has just made a corner enclosure at 5. Following the proverb, 'first, play in an empty corner; second, make an approach move', White naturally should make an approach move in the top right corner. White 6 permits Black to make

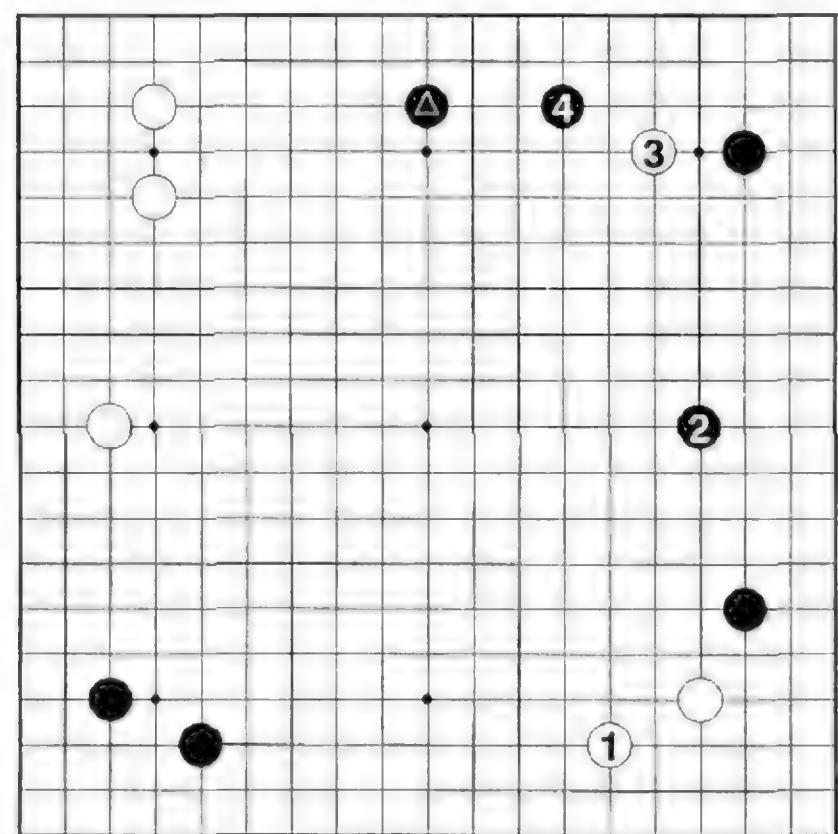
a second corner enclosure with 19. In short, Hane is relying on the large komi of $7\frac{1}{2}$ points.

Yi's move at 7 is also interesting. This is usually considered slack when Black makes the approach move at 1 in *Dia. 1*. If Black 2 and 4, White has room to extend to 5. Black 2 at 'a' instead would make the marked stone a little overconcentrated.



Dia. 1: supposedly good for White

If Black 7 were the Chinese Opening-style move of A, White wouldn't be able to extend to 5 in *Dia. 1*. Well, these points are a question of individual strategy. Any move gives a reasonable game.



Dia. 2: not overconcentrated

For 10, Yi perhaps wants White to play at 1 in *Dia. 2*. Black takes up position with 2, then counters White 3 with 4. In this case, rather than being overconcentrated, the marked stone feels more like an excellent reinforcement.

Black 21 is also a fun move. If White connects at B after 23, Black probably intends to enclose territory with C. Yi's judgement is that it's OK to let White solidify his bottom right position. Realizing this, Hane plunges in at 24.

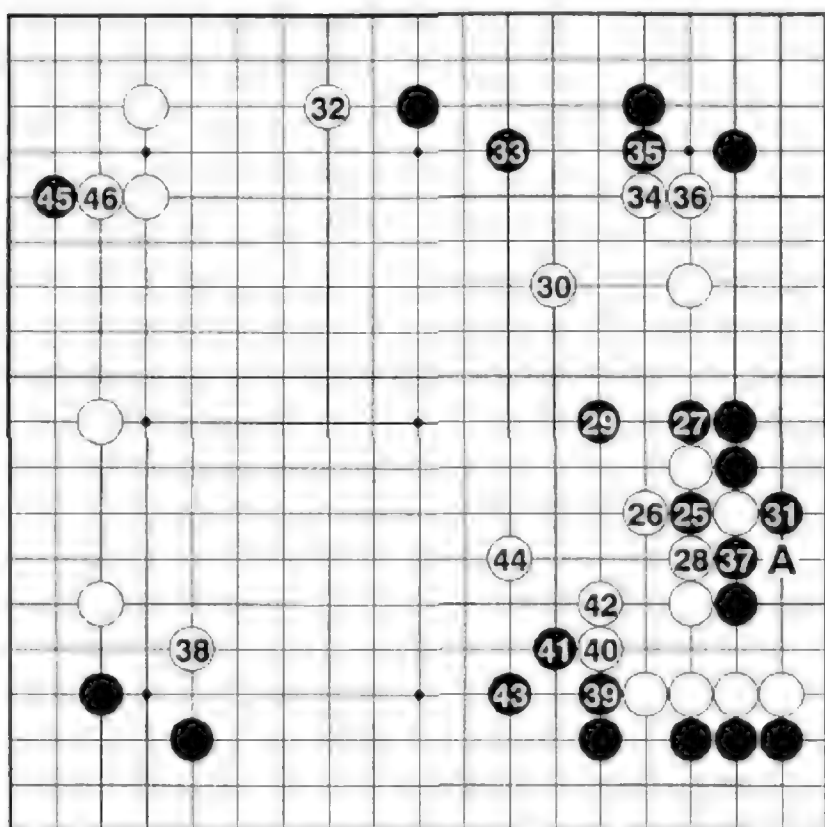
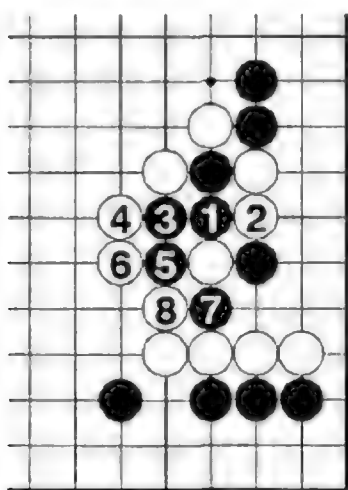


Figure 2 (25-46)



Dia. 3: a spiral ladder

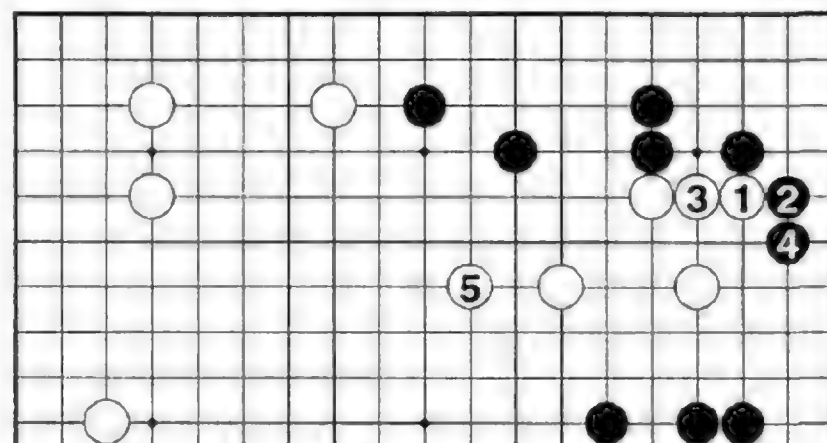
Figure 2 (25-46). An ingenious gift of a ponnuki

We come to the highlight of the opening. To tell the truth, I was astonished by the cut of 25. When White ataries at 26, Black can't escape. If he plays 1 in *Dia. 3*, White squeezes and gets a ladder. In short, Yi is completely ignoring the 'ponnuki is worth 30 points' proverb.

If Black simply played 25 at 27, White couldn't omit connecting at 25. The key point of 29 therefore belongs to Black. So what is the point of giving White a ponnuki?

The reason is: to make Black 31 an effective move. Answering this move with White 37 would be too mortifying: White can't do it. Inviting a ko by playing a hane at A would just be silly. When his position is as thick as this, White has no choice but to switch elsewhere. That's what Yi's aiming at. When Black gets to play at 37 as in the game, White may be thick, but he doesn't have a secure base yet. Black's shape on the right side is also rich in eye shape. Black 25 is an incredibly territorial move.

The game proceeds the way Black dictated, but White probably has no grounds for dissatisfaction when he switches to 32. The only thing is that instead of 36 he could also have considered 1 and 3 in *Dia. 4*. This compels Black 4, so White usurps sente and switches to 5. I believe that White 5 would be useful in converting the left side into a moyo.

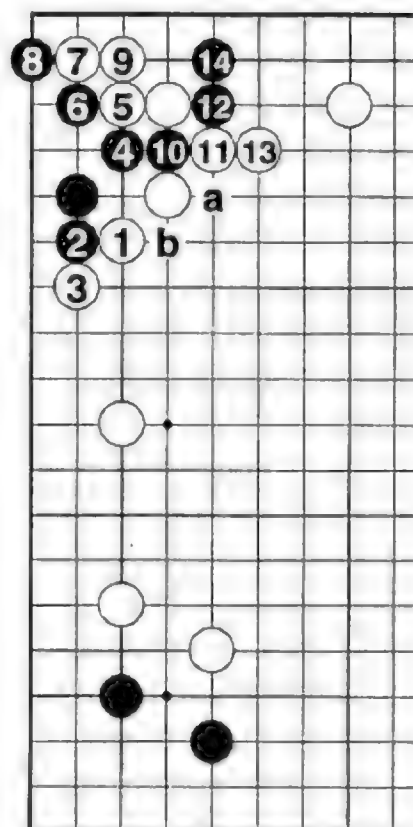


Dia. 4: Rin's suggestion

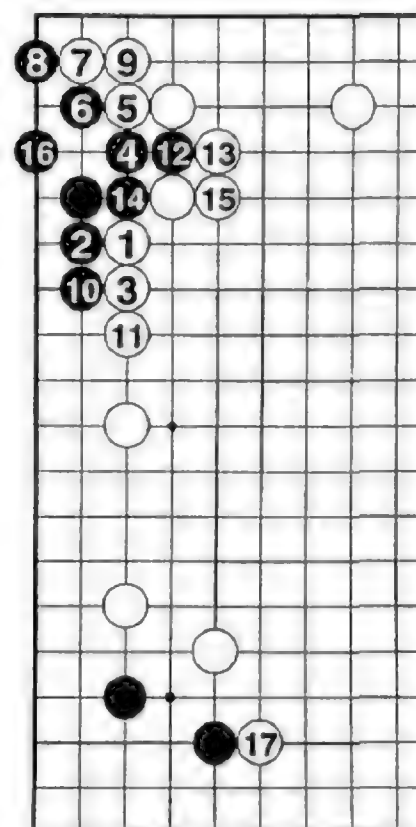
If we look at the result up to 44, White's group on the bottom right has been harassed, but White has played first in the bottom left with 38. Hane probably felt that the breadth of his left-side position gave him a reasonable game.

Black launches a raid with 45. White mustn't let him settle himself too easily. Let's look at this in detail.

White 46. If White plays 1 and 3 in *Dia. 5*, Black plays the diagonal move of 4, and White is helpless. If White answers 4 at 10, Black easily lives with 5. If White blocks at 5, Black doesn't have room for two eyes, but he counters with 6 to 12 and it's all over. Black wins the corner capturing race after 14, but if White plays 13 at 14, Black breaks through his net with 'a' and 'b'.



Dia. 5: bad for White



Dia. 6: an even game

However, taking a hint from *Dia. 5*, I think that White 3 in *Dia. 6* is a good move. In this case, Black's only option is to force on the inside with 12 and 14, then live with 16. Black has laid waste to the left side, but White has splendid thickness, without any flaws. If White uses his sente to switch to 17, the game looks even.

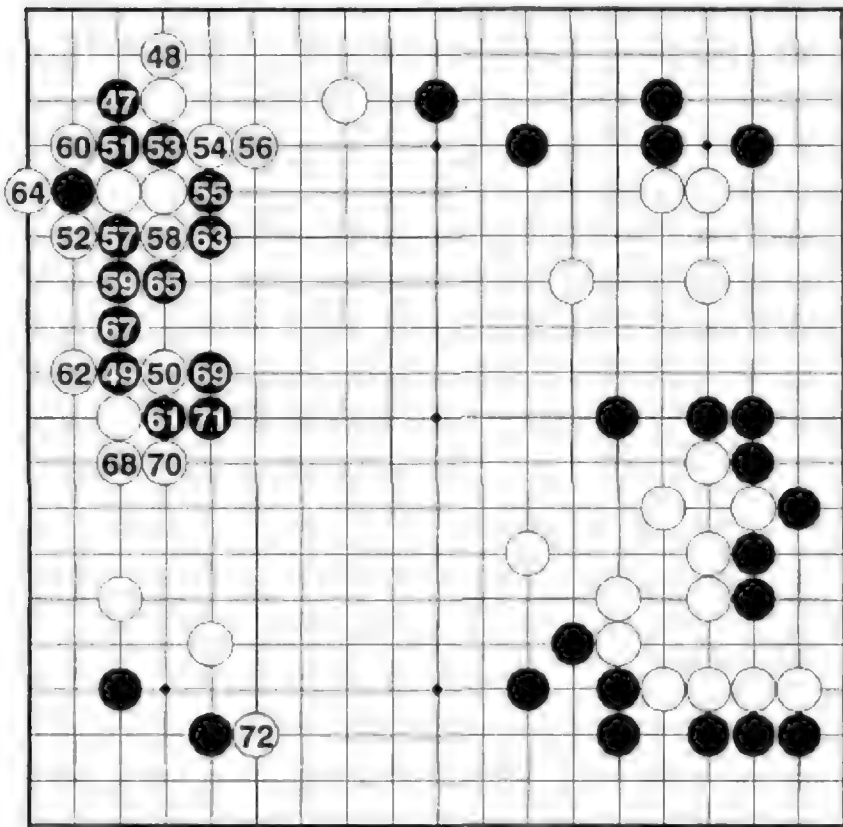
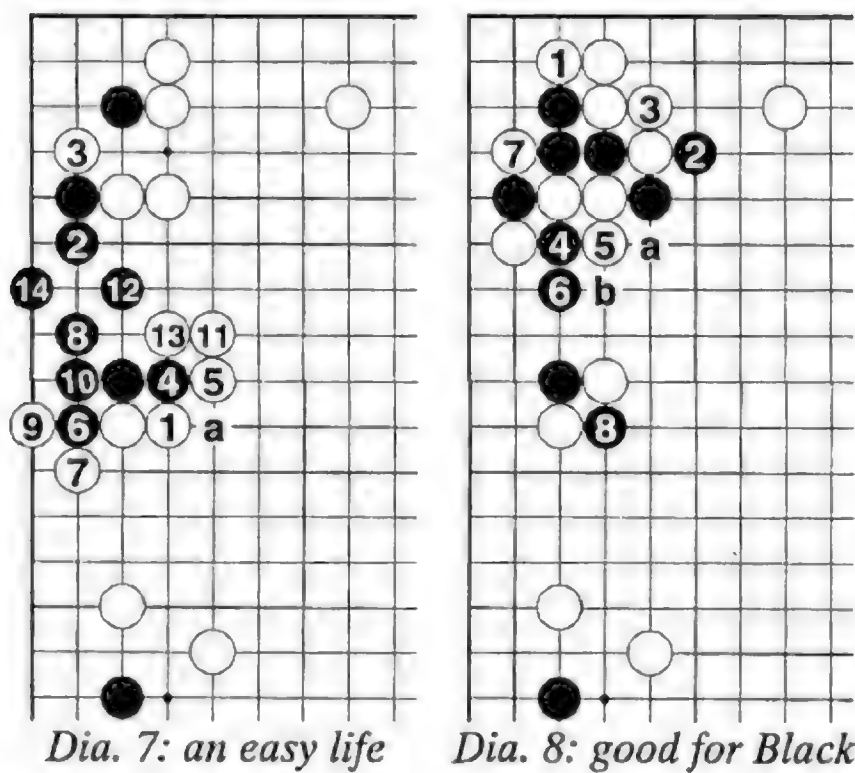


Figure 3 (47-72)
66: connects



Dia. 7: an easy life

Dia. 8: good for Black

Figure 3 (47-72). A splendid battle

White played the strongest move (46), but now Yi begins some skilful *sabaki* (settling a weak group). White 48 is essential in response to Black 47. Ignoring this move, permitting Black to hane at 48, would be hopeless. Black then switches to 49: he seems to be jumping all over the place, but of course his moves are all logical.

White 50. If White plays 1 in *Dia. 7*, Black lives easily with 2 to 8. Up to 14, he gets two eyes, while White is left with the burden of the

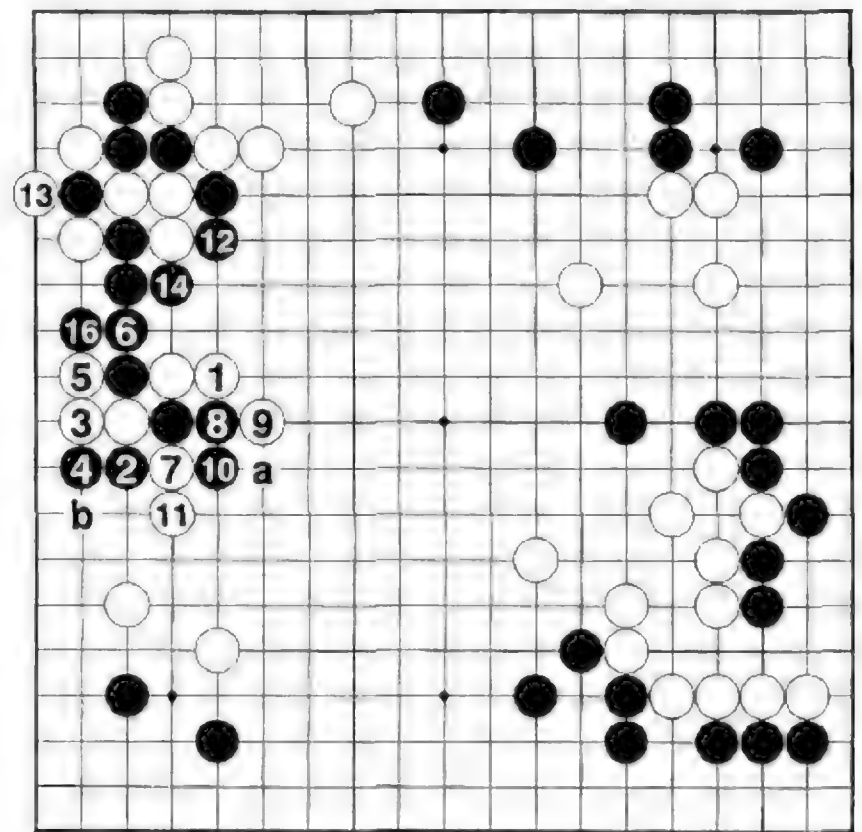
defect at 'a'. This result is similar to *Dia. 6*, but White won't feel inclined to follow this diagram.

Fighting spirit demands that one use White 50 to press Black hard like this. At this point, Black launches a large-scale sacrifice strategy with 51 and 53.

White 56. If White plays 1 in *Dia. 8*, he is irked by the atari of 2. On top of that, he can't omit 7 after Black 4 and 6; with his eye on the forcing moves of 'a' and 'b', Black cuts at 8, and White finds himself unable to continue the attack.

White therefore plays 56, but Black 57 is a clever answer. Black cuts at 61, glaring at the sente moves of 63 and 65 in similar fashion to *Dia. 8*. Yi's *sabaki* is in the process of achieving success.

White 62. If White plays 1 in *Dia. 9*, he is helpless after Black 2 and 4. Having his two stones captured after escaping with 3 would be awful, so White offers the strongest resistance with 5 and 7. White 11 makes miai of 'a' and 'b', but the ladder from White 'a' doesn't work. White collapses.



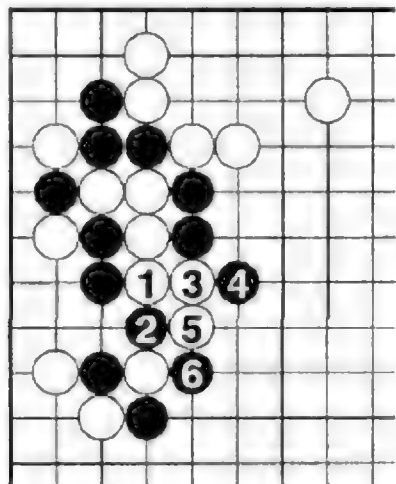
Dia. 9: White collapses
15: connects

Black 63 puts the finishing touch to his *sabaki*. Countering stubbornly with 1 in *Dia. 10* would make Black happy. Playing 2 and 4, ladder moves that don't give a ladder, is clever, enabling Black to capture at 6 in sente.

Black gets an excellent squeeze up to 65, then switches to the capture of 69. I got the impression that this was just how Yi had planned it, but actually Hane is also fighting hard. White secures a not inconsiderable territory in the top left,

on top of which he has sente. Occupying the good point of 72 ensures that he will immediately make good his loss at the top.

Yi's sabaki has been magnificent. I also take my hat off to Hane's unflinching response. The game is even. The issue is yet to be decided.



Dia. 10: disastrous

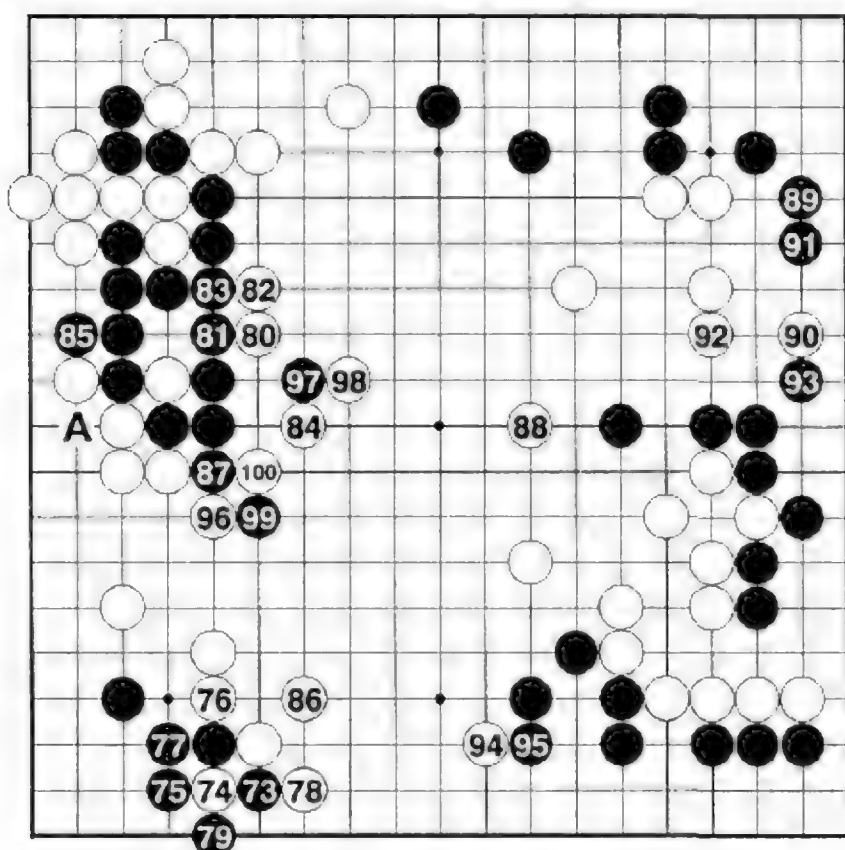
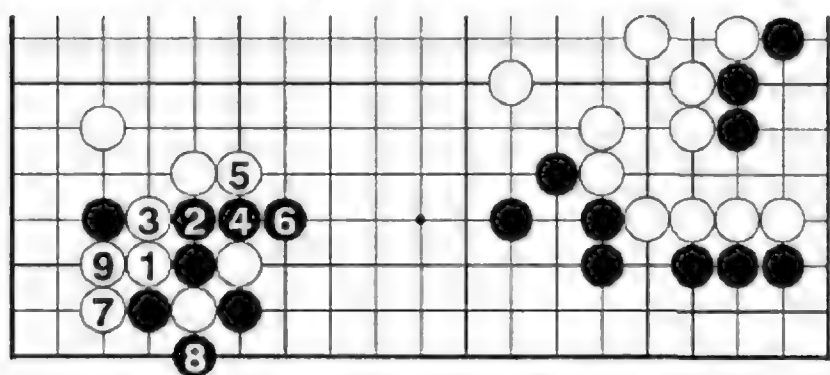


Figure 4 (73-100)



Dia. 11: not inviting for White

Figure 4 (73-100). Hane shows his strength.

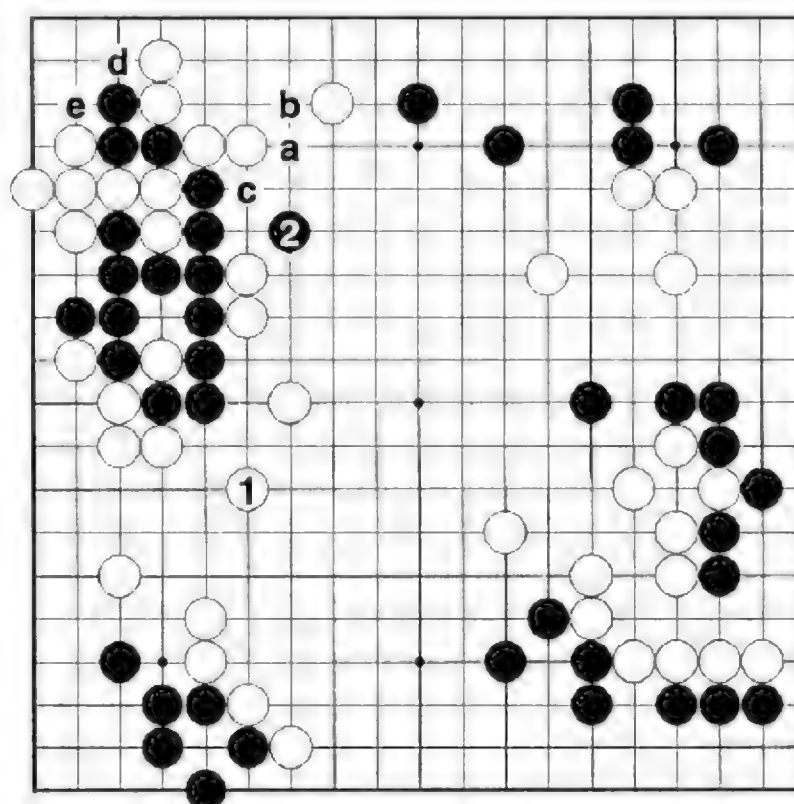
As you can see, Black has more secure territory. White can look forward to harassing the black group on the left with 80 on. The result is that Black uses a lot of stones to secure just one eye. Yi probably didn't feel that the position favoured him at this point.

White 76. If at 1 in *Dia. 11*, it's obvious that Black will counter with 2 etc. White rips off the

corner up to 9, but the extra territory Black gains to the right looks more enticing. In this result, the centre becomes a worthless area, which doesn't look interesting for White.

Black 85 makes incidental gains: it's more efficient than simply fleeing. It forestalls the large linking-up move of White 85 and also puts pressure on the white group below.

White 86. If White plays 1 in *Dia. 12*, putting pressure on Black to live, Black's counter at 2 will be a nuisance. White can't seal Black in; furthermore, Black is left with the sente sequence of 'a'—White 'b'—Black 'c'. If White tenukies, trouble erupts in the corner with Black 'd', then Black 'e'.



Dia. 12: trouble for White

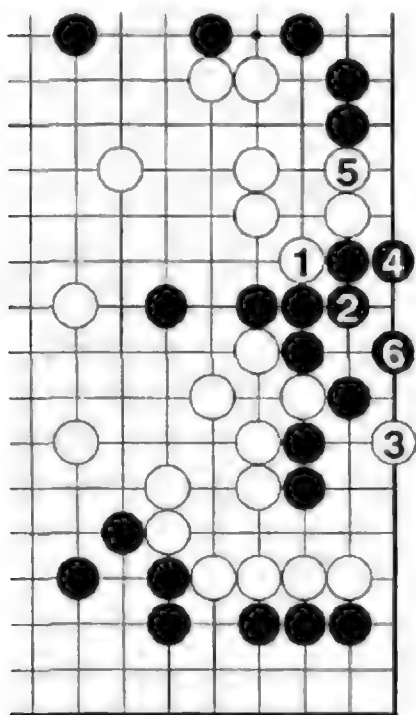
I think that Hane's play around this point is very patient. He quietly waits for a chance, without being too eager. White 88 also shows good judgement; little by little, the centre is starting to look whitish.

But Yi plays with precision. Black 89 is the type of move he's so good at: taking profit in passing before living. He doesn't miss moves like this. He solidifies the top right *and* makes the centre right group completely alive. If White harasses it with 1 and 3 in *Dia. 13* (next page), he uses the sente move of 4 to live with 6.

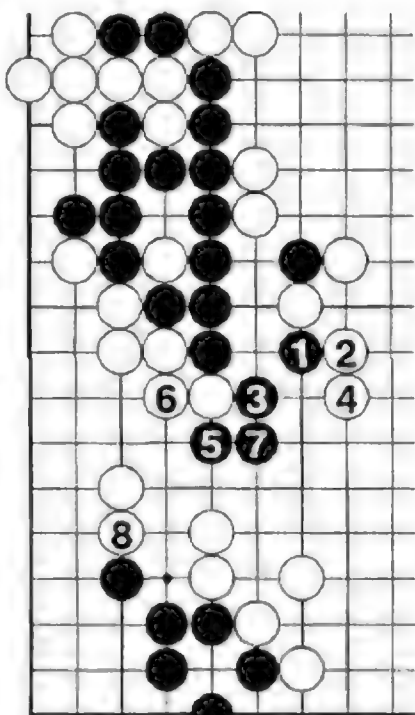
White switches to 96 — the outcome will be decided by how much centre territory he gets. White gets a thin shape when he cuts with 100, but Black won't have two eyes if White connects at A on the side. Hane is showing his strength.

If Black dislikes the prospect of 100, he has the option of playing 99 at 1 in *Dia. 14* (next page). Black gets a certain connection up to 7, but 2 and 4 increase White's thickness in the

centre. Black's group still hasn't secured two eyes. On top of that, the profit White 8 takes is not to be sneezed at. Yi probably lacked confidence in this variation.



Dia. 13: alive



Dia. 14: another option

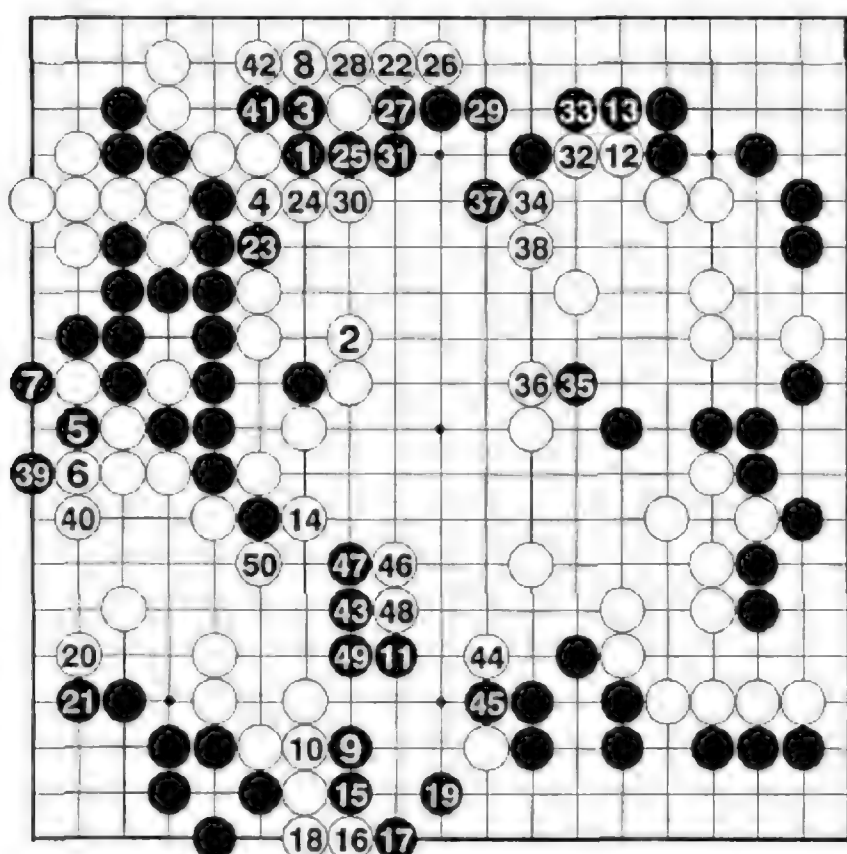
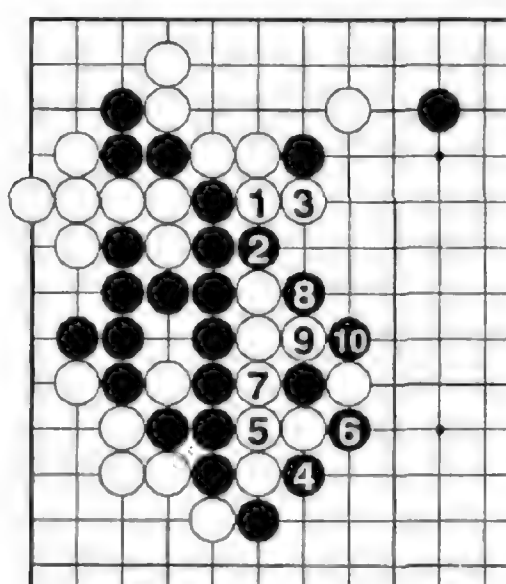


Figure 5 (101-150)



Dia. 15: a fiasco

Figure 5 (101-150). A fatal slip

White 2. If White counters with 1 and 3 in

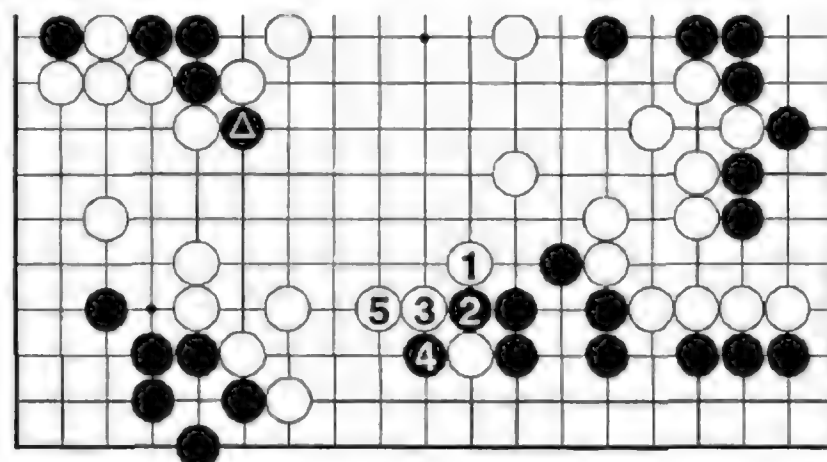
Dia. 15, the game ends abruptly. Black ataries at 4 and, if White resists, captures everything up to 10. The exchange of 2 and 3 in the game may look painful, but it's best.

From the opening, Hane had cleared a number of hurdles, but just when the game looked like becoming an endgame contest he slipped up and made a really regrettable move. White 8 could be called the losing move. The endgame continuation up to 26 may have seemed irresistible, but in this position there was a bigger point.

Instead of 8, White should surround the centre with 1 in *Dia. 16*. This would make the marked stone into a loss without compensation; one can safely conclude that the game would be a close contest. Either side could easily win.

Yi unfailingly took advantage of this slip. When Black plays 9 and 11 at the bottom, White can't omit 14. Later he is forced to add another move at 50. The result doesn't bear comparison with *Dia. 16*.

By 19, Black is already nearly 15 points ahead on the board. I realized anew how fraught with danger one move can be and how sharp Yi is.



Dia. 16: a close game

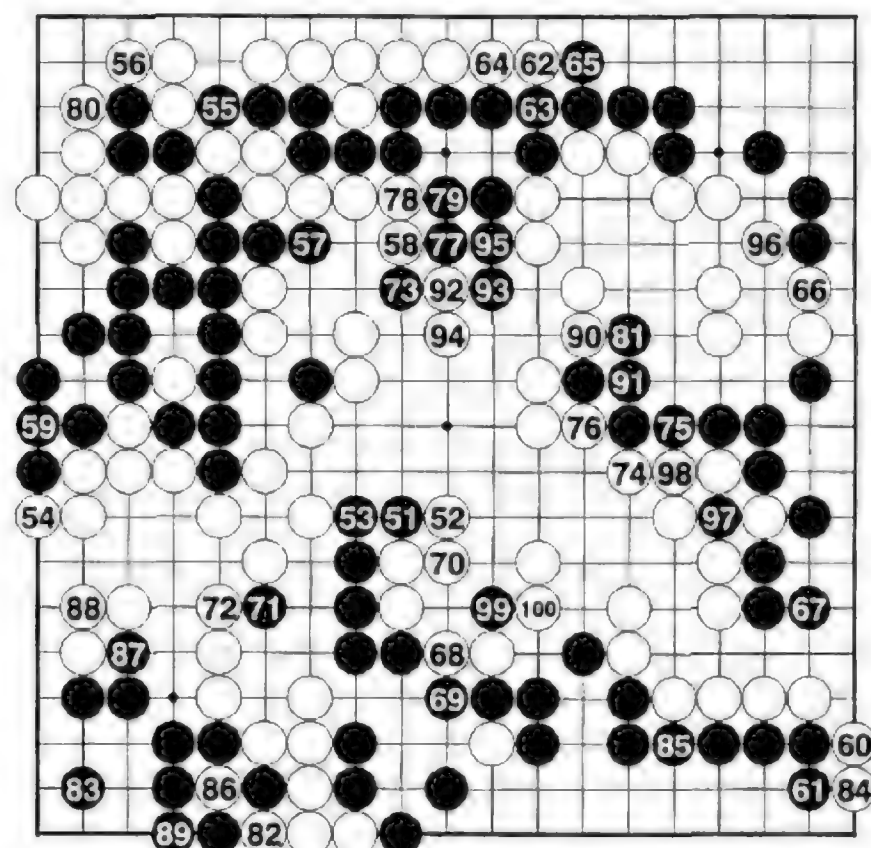


Figure 6 (151-200)

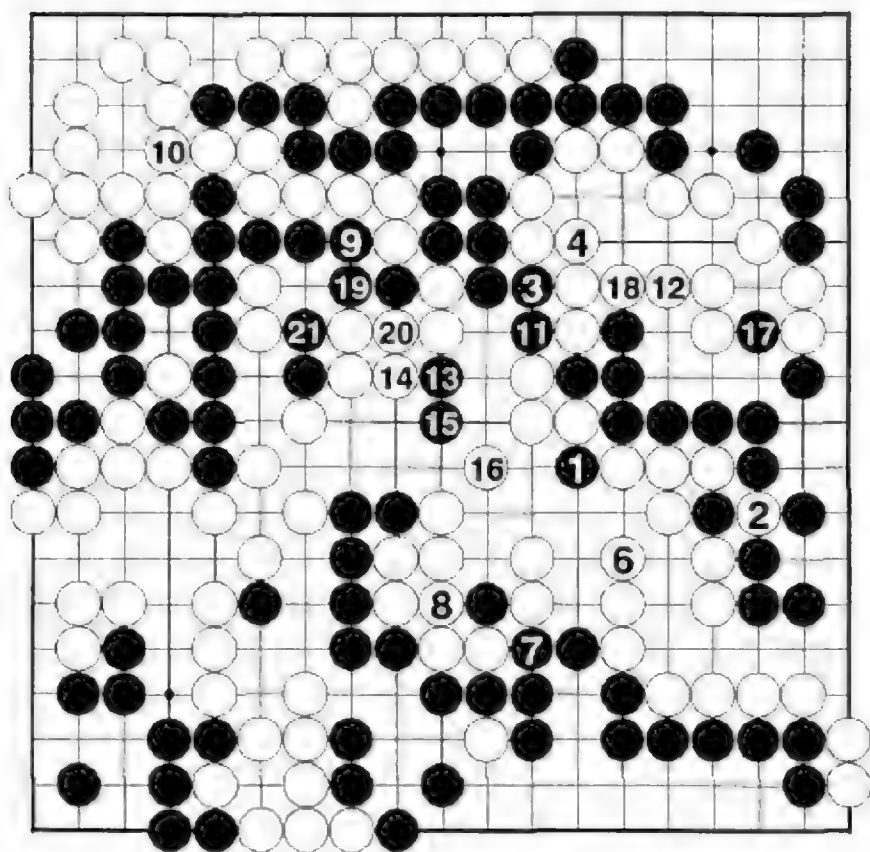


Figure 7 (201-221)
5: ko

Figure 6 (151-201), Figure 7 (201-221)

White resigns after Black 221.

(*Monthly Go World*, May 2003. Translated by John Power.)

Yi now has an astonishing record: 18 victories in 22 international finals. His only meaningful rival is himself, that is, his target must be to match his own past records. If one puts aside the TV Asia Cup, in which he has scored 3-3 in finals, his record is 15-1. It's hard to imagine this performance ever being matched — except by Yi Ch'ang-ho.

1st Toyota & Denso Cup Final Yi Ch'ang-ho vs. Chang Hao

White: Chang Hao 9-dan (China)

Black: Yi Ch'ang-ho 9-dan (Korea)

Komi: 5½; time: 3 hours each

Played at the Hotel Grand Palace, Iidabashi, Tokyo on 29 January 2003. *Commentary by Kobayashi Satoru 9-dan. Report by Inoue Hisashi.*

Figure 1 (1-20). A trade

Yi has dominated Chang in past encounters, having a 17-4 lead, but actually results in the year preceding this game, at 2-3, have been more even. Yi is the main reason Chang has never won a world title, despite having been the top Chinese

player for many years.

The first highlight of the opening is White 16. Actually, White would prefer simply to attach at 18. However, if he does so, Black strengthens himself on the left side with Black 20; White would thus be suffering a loss in advance, so he is a little wary of this.

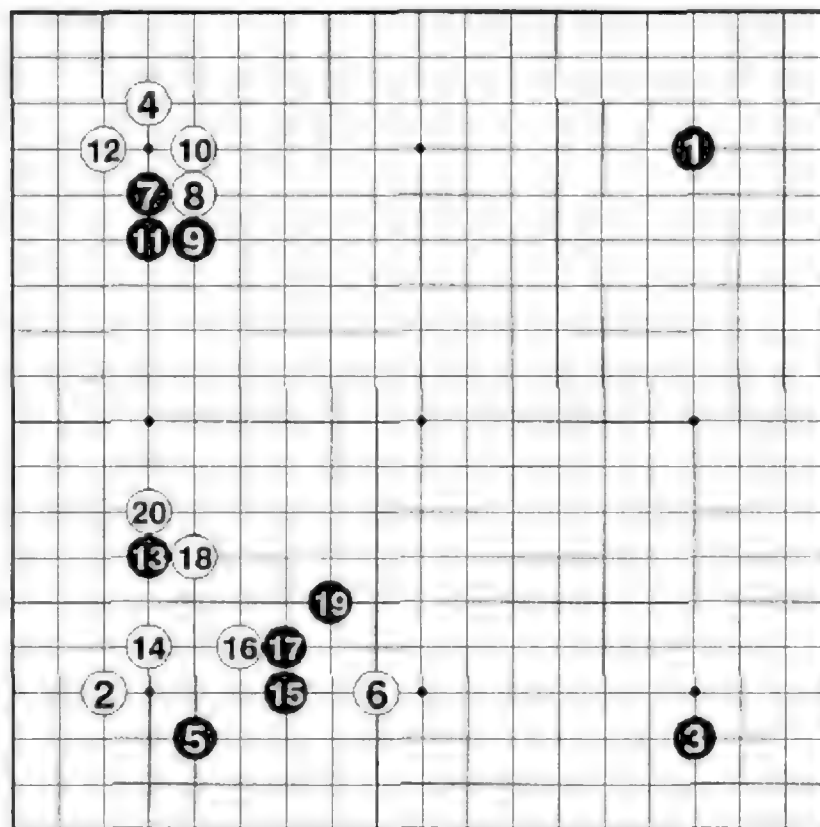
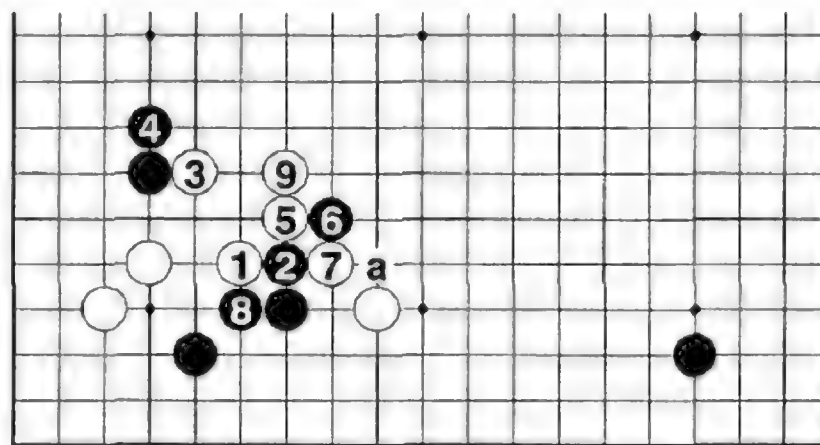


Figure 1 (1-20)

That's why White plays 16 before 18, but the exchange for 17 is a minus at the bottom.

Because White has lost a little at the bottom, the stone at 13 becomes light. That's why the trade of 19-20 follows.



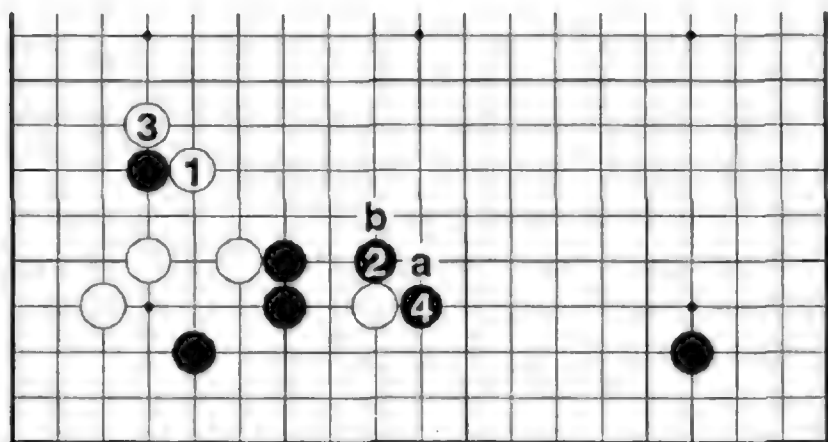
Dia. 1: what White wants

Dia. 1. In a sense, playing 1 before attaching at 3 is a cautious strategy. If Black pulls back at 4, White plans to hane at the head of two stones with 5. If 6, White cuts at 7; if instead Black attaches at 'a' with 6, White wedges in at 7 and can handle the fight. This is the result White wants when he plays 1 and 3.

That's why Black plays 19 in the game.

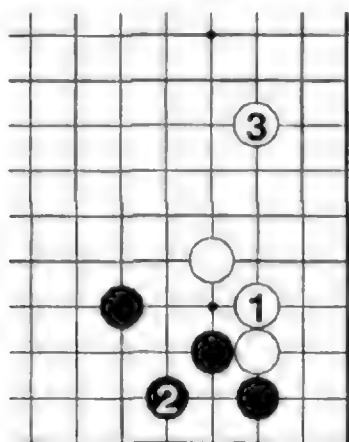
Dia. 2 (next page). If I were playing, I would attach at 2. If White 3 and Black 4, Black makes

a thicker shape than in the game. If White plays 3 at 'a', Black answers at 'b', making miai of 3 and 4.



Dia. 2: better for Black

Black 19 is a flexible move, but his shape seems just a little slack, so White should be satisfied with the result. [Yi commented that White had scored a success here.]



Dia. 3: the usual joseki

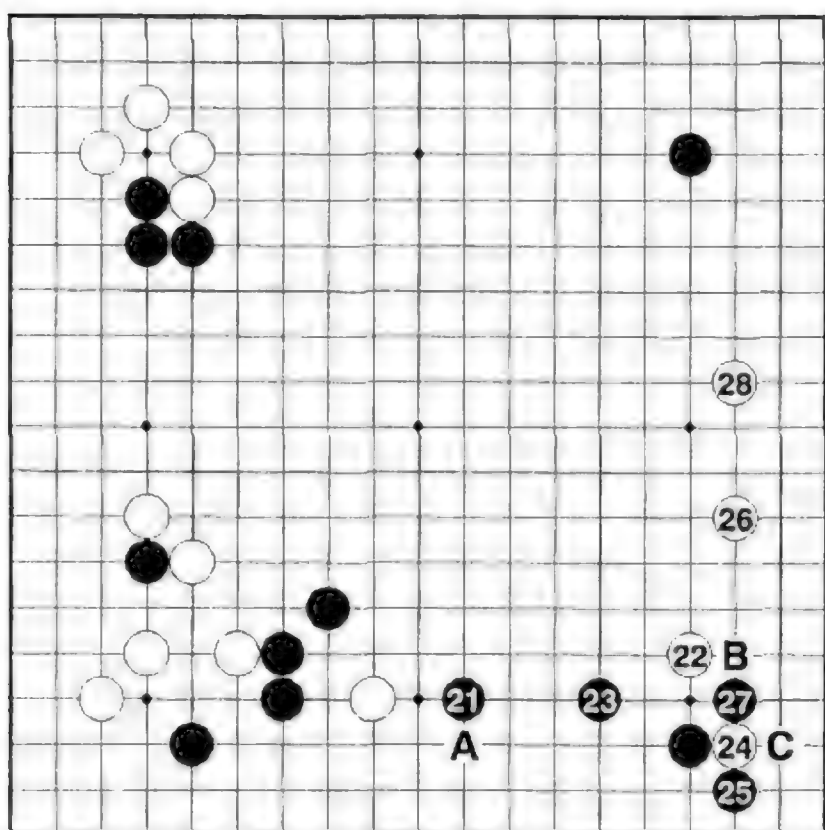


Figure 2 (21-28)

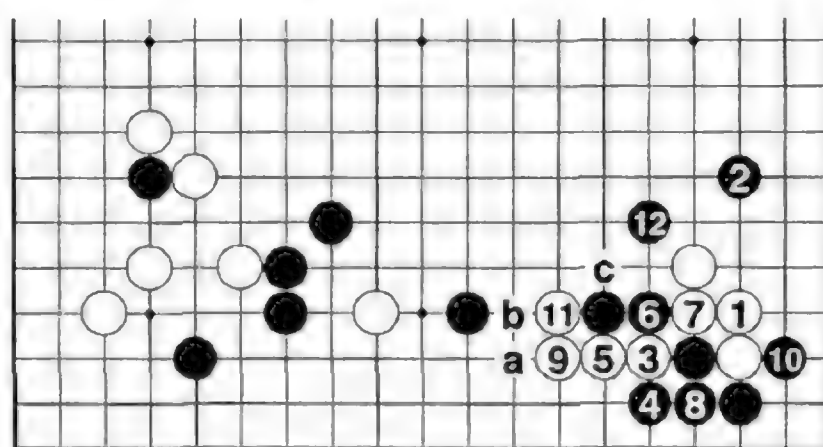
Figure 2 (21-28). Chang's good judgement

Abandoning the joseki after attaching once at 24, switching to the extension of 26, is clever. Black 23 is the usual move, I think. But even when Black plays here, White can still attach at

A, so Black can't take all this area as territory. That's why I called Black 19 in Figure 1 slack.

We'll look at White A in *Dia. 6*. First, there's the question of why White doesn't play the usual joseki move of 26 at 27, that is, 1 in *Dia. 3*. The reason is that Black won't follow the joseki with 2. Instead –

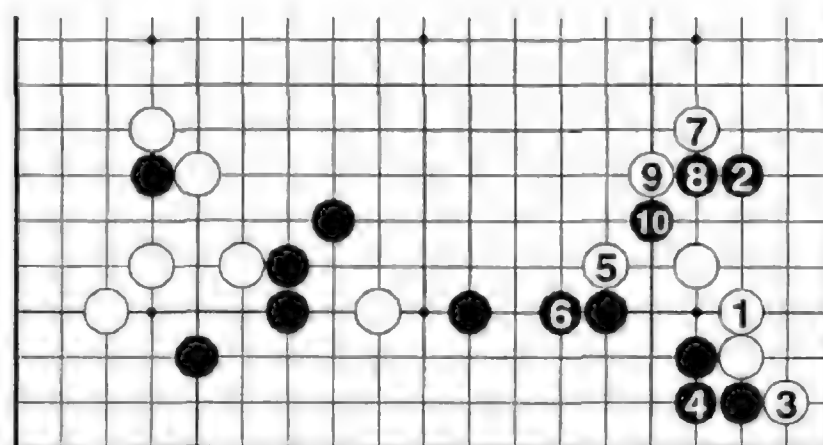
Dia. 4. Black will play at 2, which is severe. White 3 is the usual way to punish the tenuki at the bottom, but in this position Black will play at 4, making miai of 5 and 6. Black can handle this fight. Black can play 10 as here or first play Black 11–White 'a'–Black 'b', then play at 10. After 11, Black plays 12 or 'c', and one of the white groups will probably collapse.



Dia. 4: a tough fight for White

If that happened, the game would be over, so the conclusion is that the counterattack with 3 is unreasonable. Instead —

Dia. 5. How about White 3, then? This is not enough to live. Scrambling for eyes would be mortifying, so White is tempted to counterattack with 5 and 7, but this is hopeless after Black 8 and 10. White has no prospects of winning this fight.



Dia. 5: a hopeless fight

All this is hidden in White 26. However, instead of playing 26 and 28 immediately, White gains from making the contact play at 24. As seen in the final figure, when White plays at B, the endgame move of White C next is possible, so White 24 is not a wasted move.

Chang probably thought that the moves to 28 gave a leisurely game.

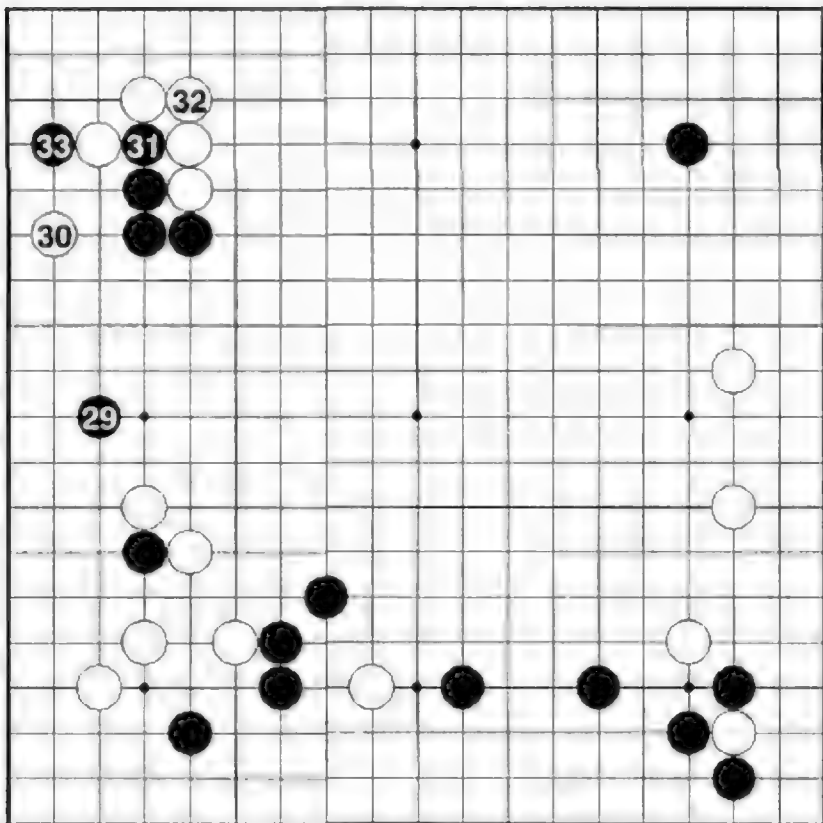


Figure 3 (29-33)

Figure 3 (29-33). *The pressure of Yi's reputation*

Only someone who has actually played him can appreciate Yi's strength from the middle game to the endgame. The accuracy of his positional judgement is awesome. This and the next couple of figures give us some insight into his extraordinary talent.

Once the fighting on the right side reaches a pause, the large point of Black 29 has top priority. White counters by sliding to 30 . . . Taking advantage of the open side of Black's position as it does, White 30 looks like an essential move.

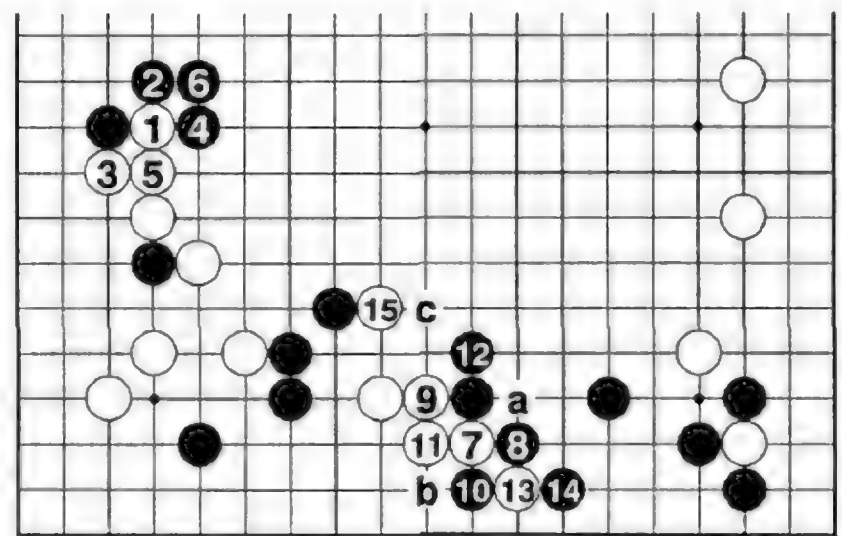
Dia. 6. I can't help wondering if normally Chang wouldn't have played 1 and 3 in *Dia. 6*. This simplifies the game and seems to give White the initiative. I don't know how Black will play with 6, but surely he can't tenuki on the left side. If so, White gets a chance to attach at 7. If Black 8, White plays 9 and is assured of getting a reasonable result here. If, for example, Black 10 and 12, White throws in a cut at 13, then attaches at 15. If, instead of 12, Black connects at 'a', White plays 'b', Black 13, White 'c'.

If White lays waste to the bottom area in this fashion, Black really has very little territory. This development would take the pressure off White.

Yi's weapon is his superhuman strength from the middle game on. My guess is that this put a lot of pressure on Chang, perhaps leading him to choose the territorial move of 30 in the game.

Black 31 is natural, but Black 33!

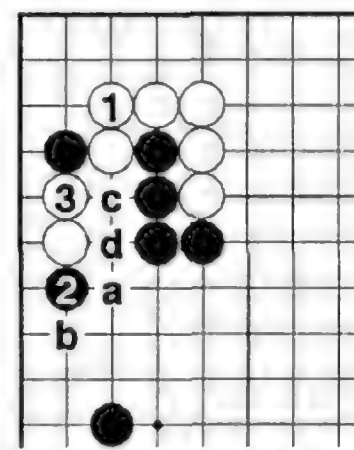
This is Yi at his best.



Dia. 6: how you would expect Chang to play

I don't think this is a move he had researched. It's the inspiration of the moment. He senses something and so plays a forcing sequence. What's really impressive is that he can play such a bold move in an important game.

What Yi 'senses' is the fight from 41 on in the next figure. His intuition tells him that the forcing sequence beginning with 33 is bound to be useful in that fight.



Dia. 7: good for Black

Dia. 7. At this stage, White can't bring himself to answer at 1. The reason is that Black can attach at 2; alternatively, moves like Black 'a' and 'b' become sente, as they threaten a cut with Black 3, White 'c', Black 'd'.

This would place White at a disadvantage in fighting on the left side.



Chang and Yi review the game, watched by Yun Ki-hyeon 9-dan

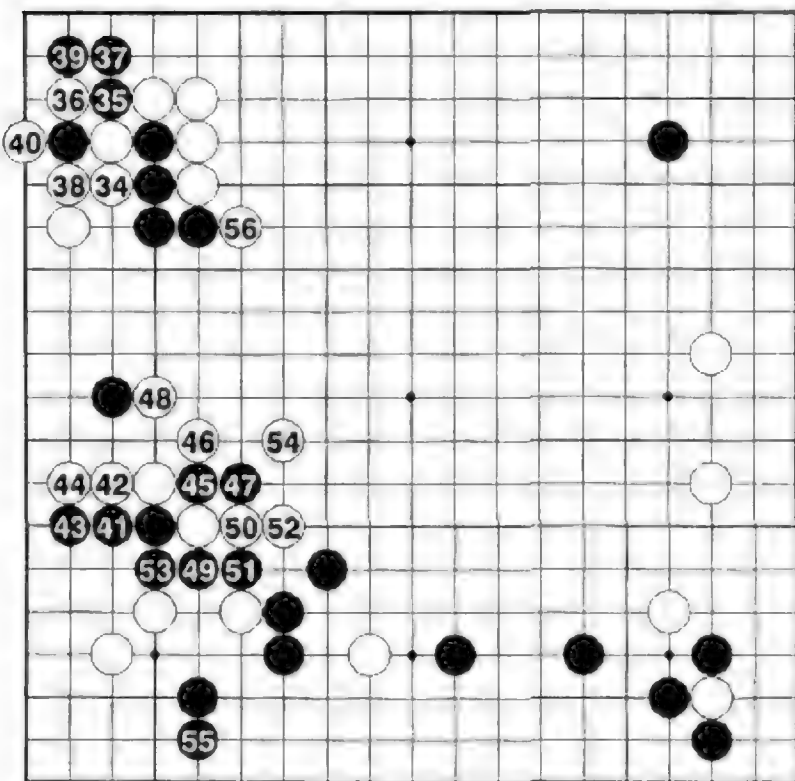
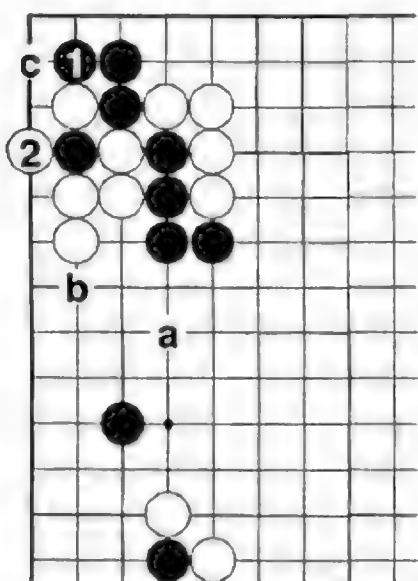


Figure 4 (34-56)



Dia. 8: forcing moves

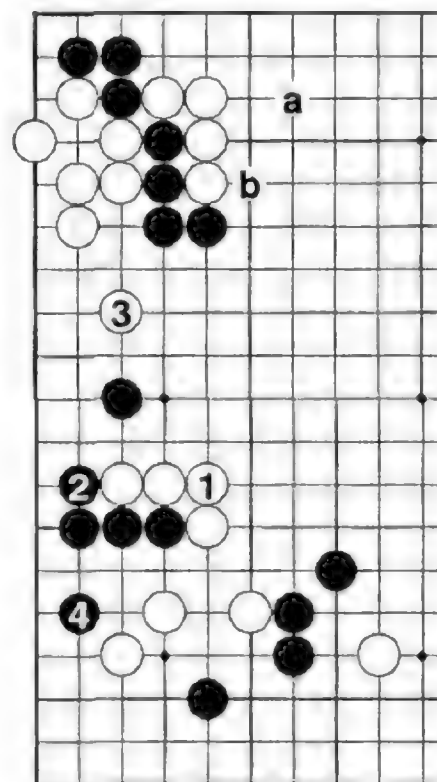
Figure 4 (34-56). Supernatural powers of prediction

Yi also has no regrets about forcing with 39, that is, 1 in *Dia. 8*. His concentration never falters. Increasing his liberties naturally makes it easy for Black to work out the exact details of a squeeze at the top. Besides that, if he gets a stone at 'a' or 'b', then Black 'c' in the corner becomes a real threat. All this is included in his analysis.

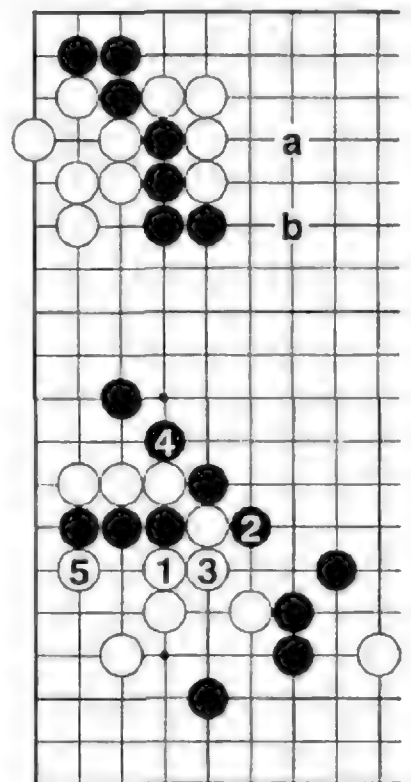
White 44. Connecting at 1 in *Dia. 9* is feasible, but a little painful for White. He loses a lot of territory when Black links up with 2. In the worst case, Black can live independently on the side with 4, though in response to White 3 he will probably consider moving out into the centre. If this variation is played, then, when you consider the aji of Black 'a' or 'b', having connected at 1 in *Dia. 7* would be far superior for White.

That shows how scary timing is. Playing 41 after forcing with the sequence from 33 shows exquisite skill on Yi's part. White has no choice but to block at 44. That means that the large-

scale trade that follows in the game is pretty well inevitable.

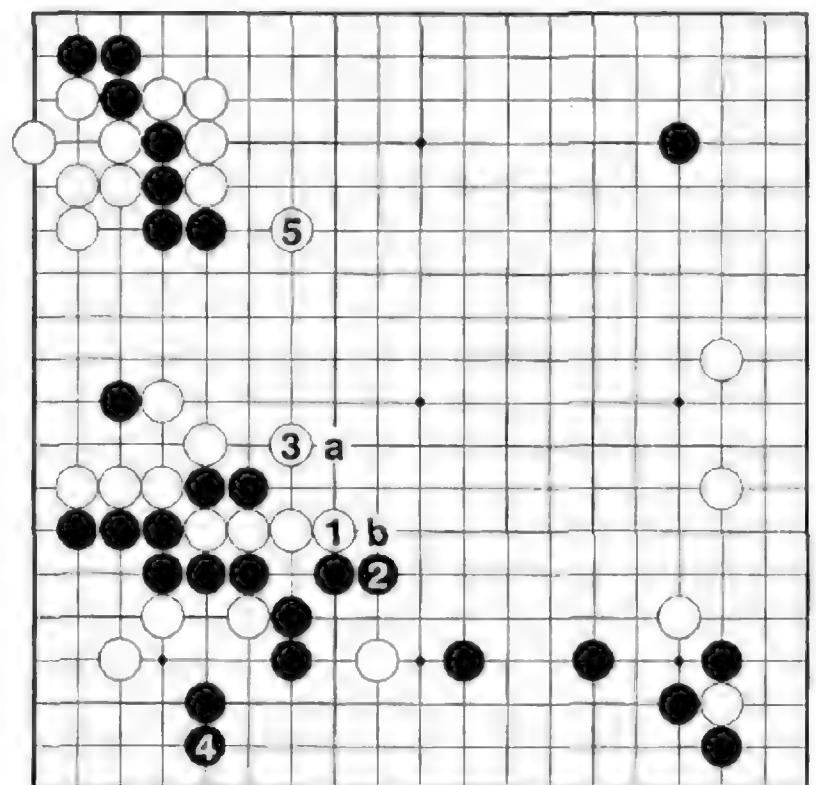


Dia. 9: good for Black



Dia. 10: painful

[How about capturing the black stones by playing 46 at 53? Kobayashi Satoru did not touch on this, but Kobayashi Koichi Gosei showed the variation in *Dia. 10* in a public commentary given while the final was being played. Suffering Black 2 and 4 would be 'as painful as dying', he said. This has become a textbook three-stone sacrifice for Black. Next, he plays at 'a' or 'b'.]



Dia. 11: better for White

The trade may be inevitable, but why didn't White push one more time with 1 in *Dia. 11*? If he does, he could consider playing 3 at 'a'; since he can push again at 'b', he should be able to enclose the centre with 5 or on an even larger scale. The only drawback of 1 is that Black's

territory expands a little. Playing the right way at the top is now more important than laying waste to the bottom area as in *Dia. 6*. Missing White 1 was a major slip by Chang.

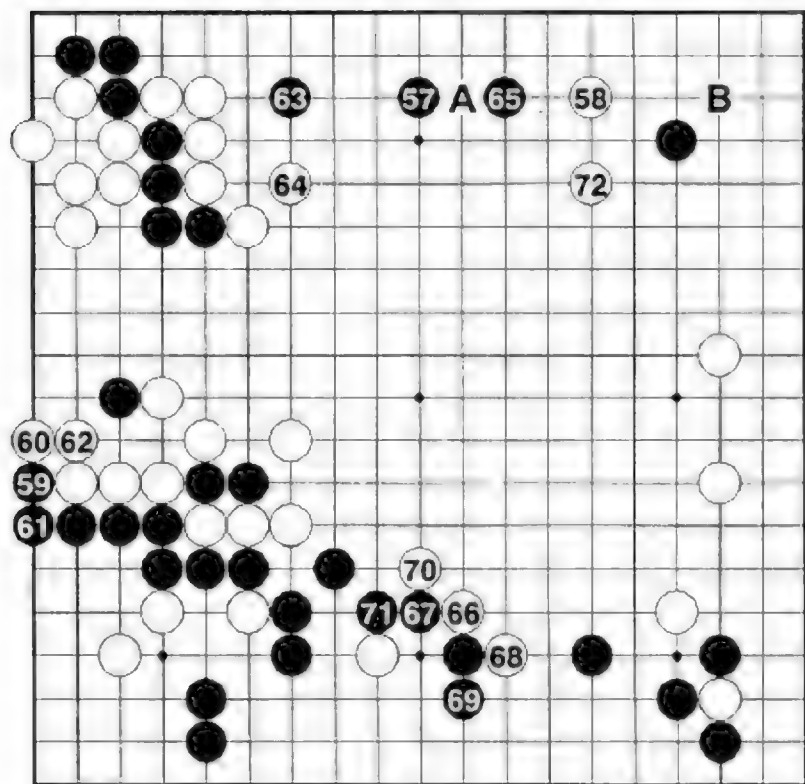
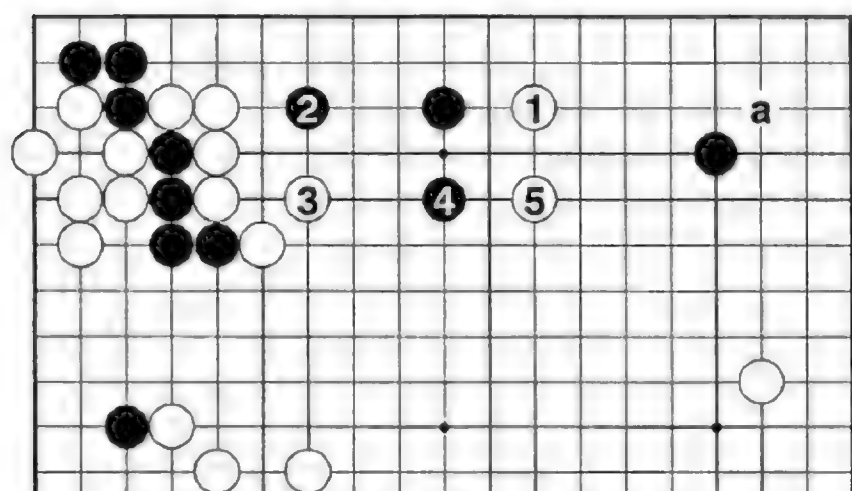


Figure 5 (57-72)



Dia. 12: Kobayashi Satoru's suggestion

Figure 5 (57-72). The losing move

I believe that the game would have been good for White if he had followed *Dia. 11*, but apparently the game still isn't easy for Black. [Yi agreed. He was quoted as saying: 'During the game, I thought that the trade put Black ahead in territory, but that was not so. White was still a little ahead.']

This is shown by Black 57. The common-sense move is Black A, but Yi must have concluded that that was not good enough.

White 58 was harshly criticized as being in the wrong area, but I disagree. Playing at the top in order to make use of White's thickness is natural. The direction of play is not wrong. But the actual point played is dubious, I believe. My opinion is that White should invade at 1 in *Dia. 12*. Black 2 and White 3 can be expected. What does Black do now? Most likely, jump to 4. White pursues him with 5. This way the black group remains thin: it doesn't have definite eye

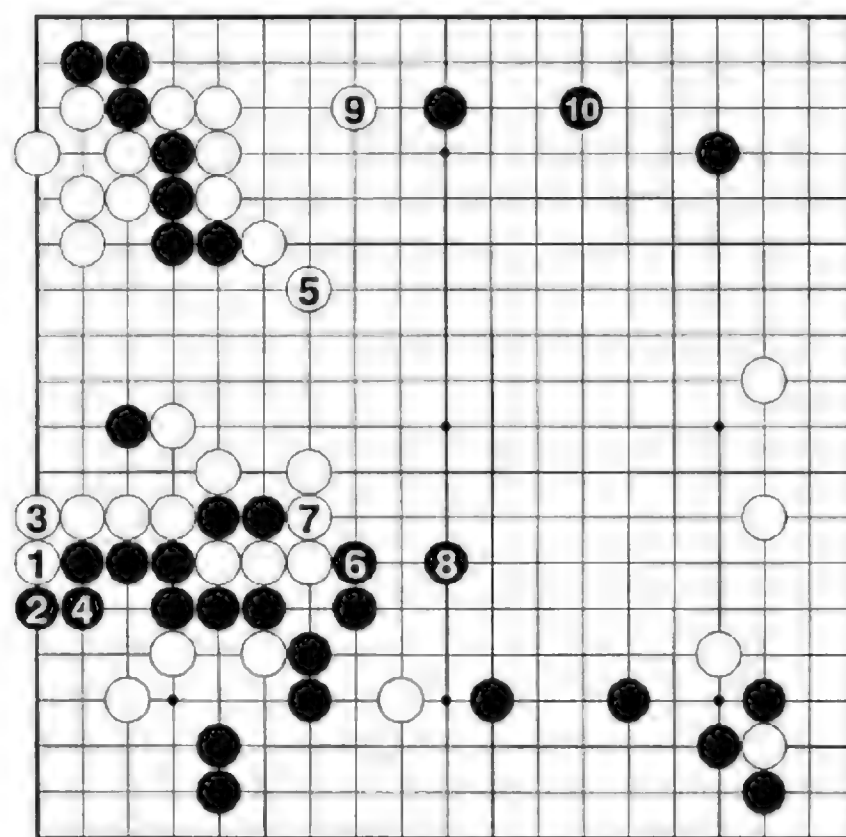
shape yet. There are various ways in which White might be able to keep attacking it. Moreover, invading the top right corner with White 'a' will be severe; there's no telling what will happen to Black here.

Let's look at the game. Black's group is definitely secure after 65. If White can't harass this group, then all that's left is a territorial contest. The white territory in the top left and the black territory at the bottom are about the same. Black also has territory in the bottom right and at the top. All White has is the right-side territory, so the territorial balance clearly favours Black.

Note that if White invades the corner at B, Black's territory at the top increases, so this makes no difference at all to the territorial balance. I conclude that White 58 is the losing move, and Black 65 the winning move.

Chang realizes that he is losing and sets his stone in motion with 72, but this move doesn't bother Yi.

Let's refer to the public commentary given by Kobayashi Koichi. Instead of 58, he advocated playing 1 and 3 in *Dia. 13* before Black plays here. This is worth four points in sente, so it makes a big difference. The continuation to 10 is one possibility.

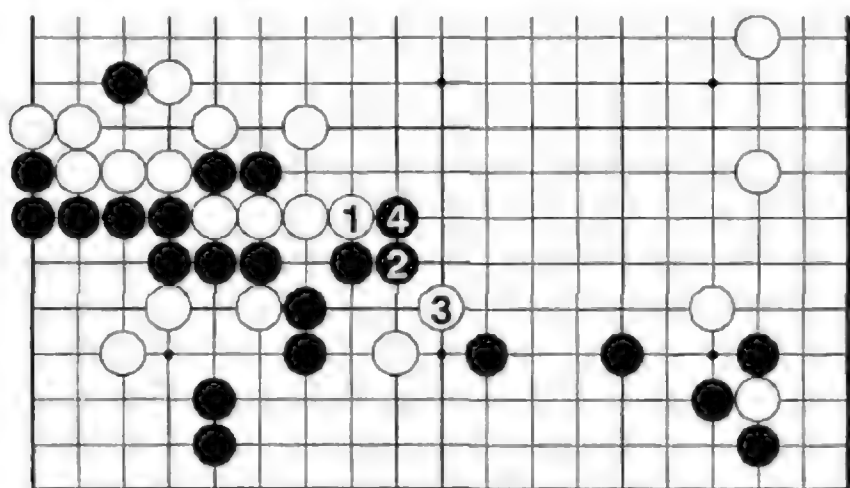


Dia. 13: Kobayashi Koichi's suggestion

Kobayashi also proposed using 66 to pull out White's stone at the bottom with 1 and 3 in *Dia. 14* (next page). He obviously agrees with me in thinking that White is behind. This is quite an impressive do-or-die move. When it was suggested to Yi after the game, however, he commented: 'Black turns at 4, and White is heavy.'

Some of the Chinese players following the

game claimed that it was still close, but in my research I can't find any variation after 65 that gives a close game.



Dia. 14: Yi is not impressed

With Yi as an opponent, it's unlikely that either Kobayashi's do-or-die move in *Dia. 14* or Chang's 72, which is also a do-or-die move, would change the situation. It would need something close to a miracle.

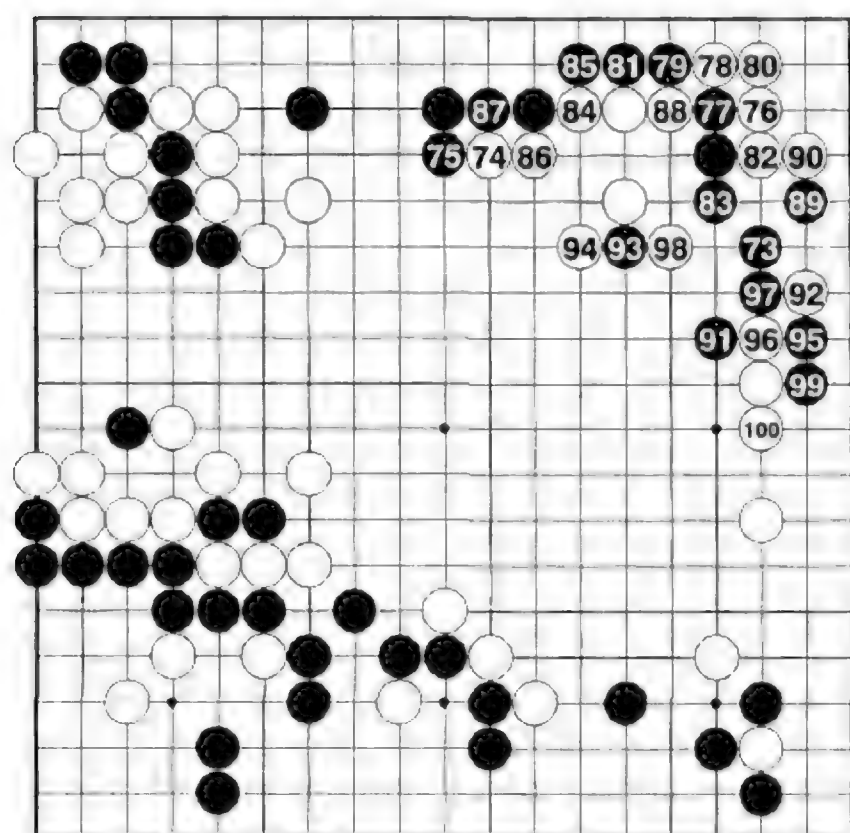


Figure 6 (73-100)

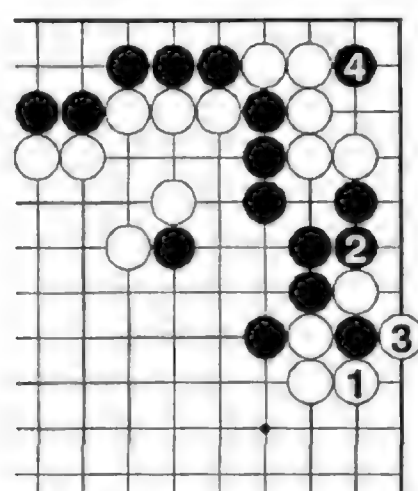
Figure 6 (73-100). White cuts off a group.

White 76. White's only chance of pulling off an upset is to put fierce pressure on the corner black group and to expand the white moyo stretching from the right side into the centre.

The aim of White 78 and 80 is to definitely sever Black's connection. Black doesn't mind, because he doesn't consider it particularly difficult to live with this group.

Exchanging Black 93 for White 94 in the middle of the battle to live is clever.

White 98. If White captures with 1 in *Dia. 15*, Black gets a stone in place at 2, so he can kill the corner with 4.



Dia. 15: the corner dies

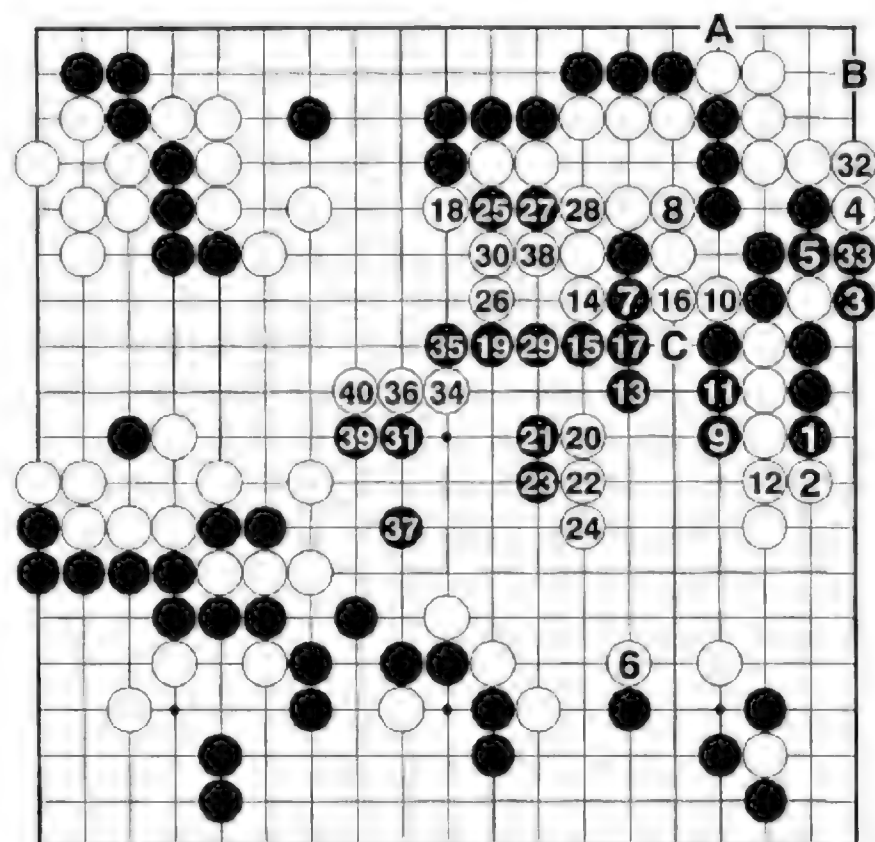


Figure 7 (101-140)

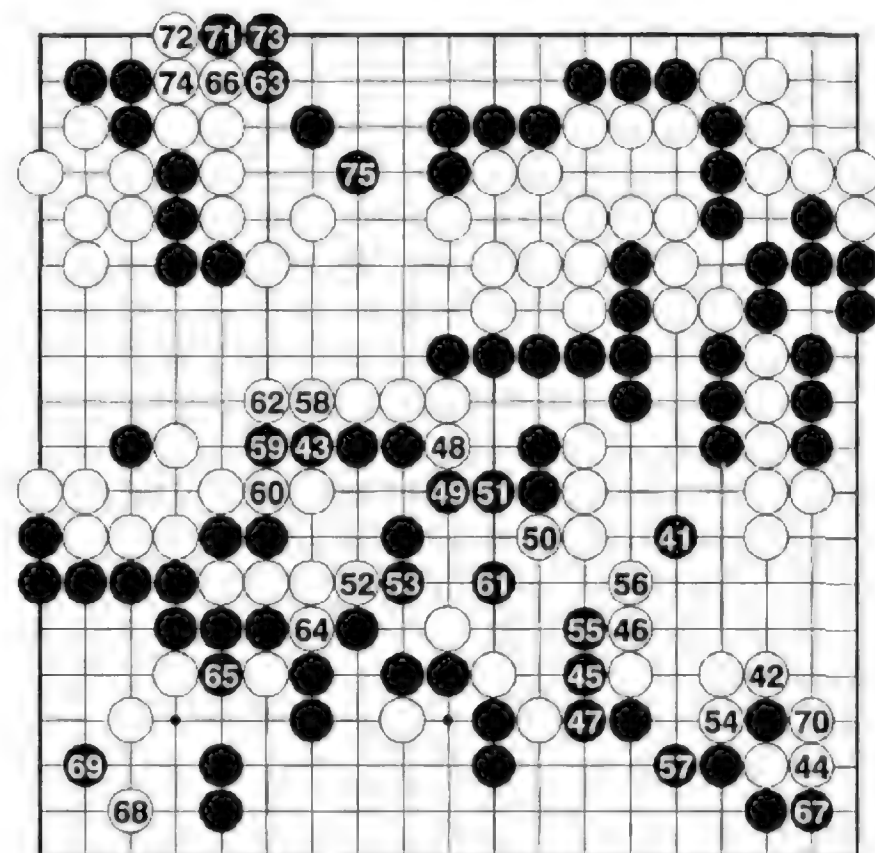


Figure 8 (141-175)

Figure 7 (101-140). No problems saving the group

The sente move of White 4 eliminates the threat of *Dia. 15*. If instead Black A, White lives with B.

Black 17 shows just how unworried Black is about his eye shape. However, Yi did comment after the game that Black C would have made better eye shape.

Yi: 'I saw a win when I linked up.' Probably he was referring to Black 37.

Figure 8 (141–175). Yi in top form

Without exaggeration, there was a point in this game at which Chang was doing well. Perhaps because of his complex from always losing to Yi, he seemed to be possessed by ghost and he was unable to fling off its influence.

The world's strongest player is in top form. I hope to have a chance to challenge him myself, so I'll do my best at the next world championship.

White resigns after Black 175.

(*Monthly Go World*, April 2003. Translated by John Power.)

Go World News: continued

We are in a position to offer the supplementary news reports below because of a delay in going to the printer.

International

Korea resumes its dominance in the 8th LG Cup, historic upset scored by European dark horse

The opening rounds of the 8th LG Cup were held in Seoul on 17 and 19 June, after having been delayed a few weeks because of the SARS epidemic. Unfortunately for Japan, that meant that two top players, Yamashita Kisei and Kato Honinbo, had to withdraw because of scheduling conflicts. (The Japanese Meijin never takes part because the later rounds clash with the Meijin title match.)

This tournament reverted to the usual pattern, with Korea dominating. However, China improved on its dismal performance in the Fujitsu Cup, getting two players through to the quarter-finals. The other six are all Koreans, though two of the top four, Cho Hun-hyeon and Yu Ch'ang-hyeok, are missing. Doubtless, the other two members of the top quartet, the two Yis, will take up the slack.

The big surprise of the opening round was the win by the European representative, Alexandr Dinerchtein 1-dan, a member of the Korean Ki-in, over O Rissei 9-dan. As a win by a dark

horse, this rivals the win by the late Hans Pietsch over Yoda Norimoto in the 2nd LG Cup in 1997* (these upsets always seem to take place in Seoul).

Another good result for Western fans was Michael Redmond's win over O Meien 9-dan. Unfortunately, neither Westerner survived the second round.

Round 1 (17 June, Seoul) (komi: 6½)

Mok Chin-seok 6-dan (Korea) (W) defeated Hane Naoki 9-dan (Japan) by resig.; Wang Lei 8-dan (China) (W) d. Zhou Junxun (Chinese Taipei) by 5½; A. Dinerchtein 1-dan (Europe) (W) d. O Rissei 9-dan (Japan) by 1½; Cho Chikun 9-dan (Japan) (W) d. An Cho-yeong 7-dan (Korea) by resig.; Yu Bin 9-dan (China) (B) d. Hong Chang-sik 4-dan (Korea) by resig.; Chang Hao 9-dan (China) (W) d. An Yeong-kil 5-dan (Korea) by resig.; Michael Redmond 9-dan (USA) (W) d. O Meien 9-dan (Japan) by resig.; Kim Chu-ho 3-dan (Korea) (W) d. Ryu Shikun 9-dan (Japan) by 2½.

Round 2 (19 June, Seoul)

Yi Se-tol 7-dan (Korea) (W) d. Yu Bin by resig.; Chang Hao (W) d. Yu Ch'ang-hyeok 9-dan (Korea) by 5½; Wang (B) d. Song T'ae-kon 4-dan (Korea) by ½; Kim (B) d. Zhou Heyang 9-dan (China) by resig.; Mok (B) d. Cho Hun-hyeon 9-dan (Korea) by resig.; Yi Ch'ang-ho 9-dan (Korea) (W) d. Cho Chikun by resig.; Cho Han-seung 6-dan (Korea) (W) d. Dinerchtein by resig.; Weon Seong-chin 5-dan (Korea) (B) d. Redmond by resig.

Quarterfinal pairings (28 October, Shanghai)

Yi Ch'ang-ho vs. Kim; Yi Se-tol vs. Cho; Chang Hao vs. Weon; Wang Lei vs. Mok.

Korea

Yu takes P'aewang title from Yi

Yu Ch'ang-hyeok has scored yet another success, following up his KT Cup Masters triumph over the younger Yi (see page 10) with a one-sided victory over Yi Ch'ang-ho in the 37th P'aewang or Monarch title.

With his second title in quick succession, Yu is making a comeback after having been overshadowed for a while by Korea's emerging teen-aged stars.

The results:

Game 1 (26 May). Yu (B) by resig.

Game 2 (2 June). Yu (W) by resig.

Game 3 (13 June). Yu (B) by ½.

* The game is given in GW81.

16th Fujitsu Cup: The secrets of Korea's strength

1. Korea's new star: Song vs. O Meien

Among other things, the 16th Fujitsu Cup was notable for the debut of a new Korean star, the 16-year-old Song T'ae-kon, who has reached the semifinals. As mentioned in the news section, Song is Korea's youngest current titleholder. After the Fujitsu Cup, he also played on the Korean team in the CSK Cup, scoring 2-1. Last year, Song had the second-best results in Korea, with 60 wins to 15 losses. He won promotion to 4-dan just before playing in the Fujitsu Cup.

Below we present his second-round game with O Meien. As it happens, it gives some insight into the strengths of Korean go as well as Song's individual strength.

White: O Meien 9-dan (Japan)

Black: Song T'ae-kon 4-dan (Korea)

Komi: 6½; time: 3 hours each.

Played at the Nihon Ki-in on 14 April 2003.

Commentary by O Meien.

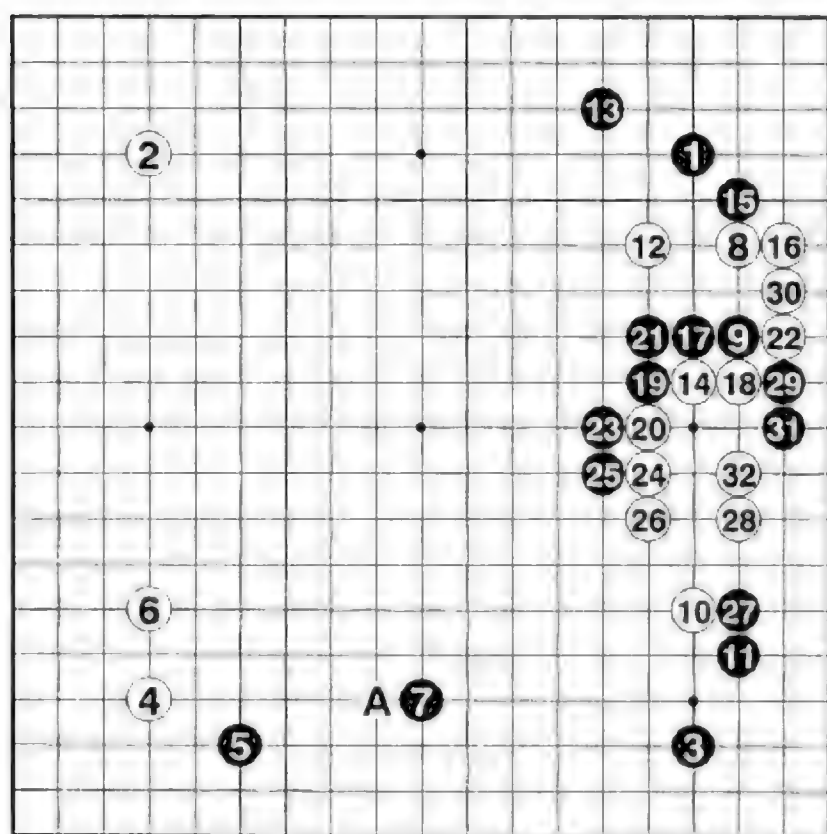
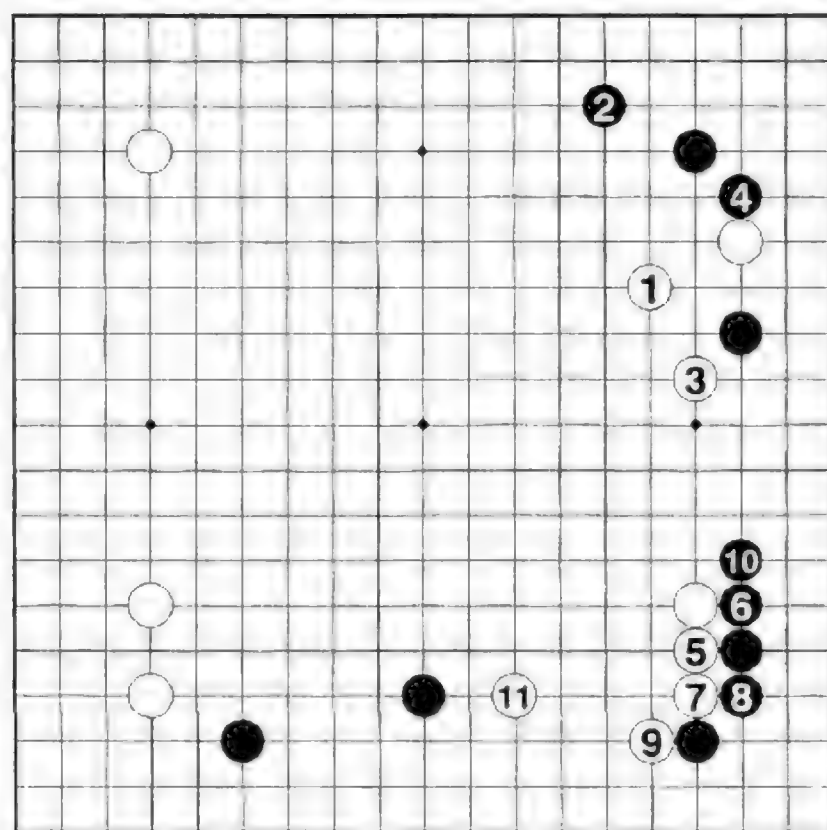


Figure 1 (1-32)

Figure 1 (1-32). Falling into a trap

O was taken aback by Black 7. Black A is currently popular in Korea, and he had taken it for granted that Song would play there.

White 8 and 10 are part of a unified strategy. However, O regretted White 12, as the knight's move of White 1 in *Dia. 1* is more like his usual style. In the sequence to 11, White plays expansively, using the whole board. All the same, this is not to say that 12 in the figure is a bad move.

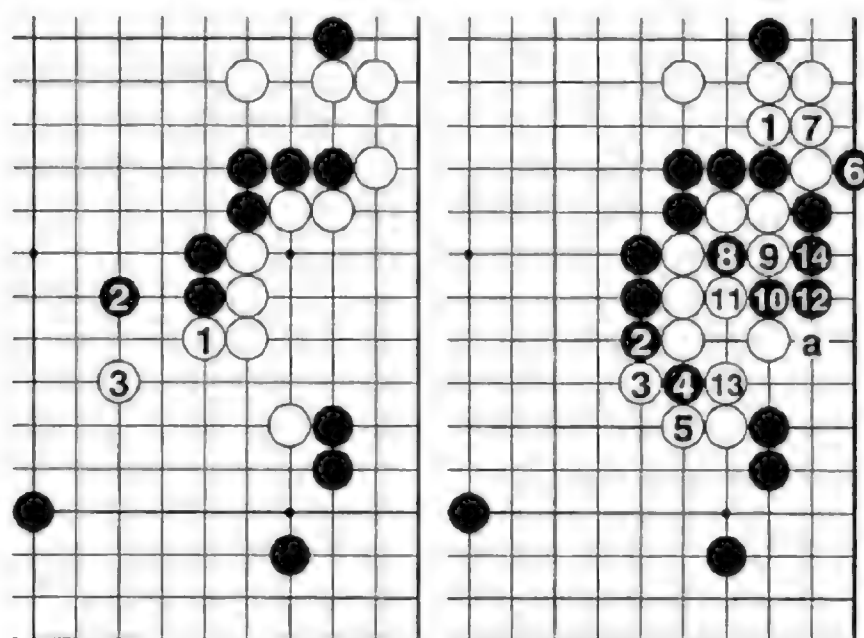


Dia. 1: more like the O style

When White presses at 14, it should be difficult for Black to do anything with his stone. Yet Black sets it into motion immediately with 17.

Song was using no time at all on his moves, which was beginning to irk O, as the situation was difficult. It was not until later that he found out why Song was playing so quickly.

When Black crawls at 27, defending with 28 looks natural, but O called it 'the losing move', saying that he had to turn at 1 in *Dia. 2* instead. The problem with 28 is that playing a defensive move only induces Black to cut at 29.



Dia. 2

Dia. 3

As O heard later, the whole sequence up to this point had already appeared in a number of games in Korea and been exhaustively researched. Moreover, the conclusion was that Black gets a good result. In a sense, O had fallen into a trap.

White 30. White 1 in *Dia. 3* is an alternative. However, White 26 in the game now goes to waste. Playing this move is meaningless if White doesn't have at 3 in answer to Black 2, but then Black springs the trap with 4 to 14. This makes miai of capturing three stones and linking up with 'a'. Either way, White collapses.

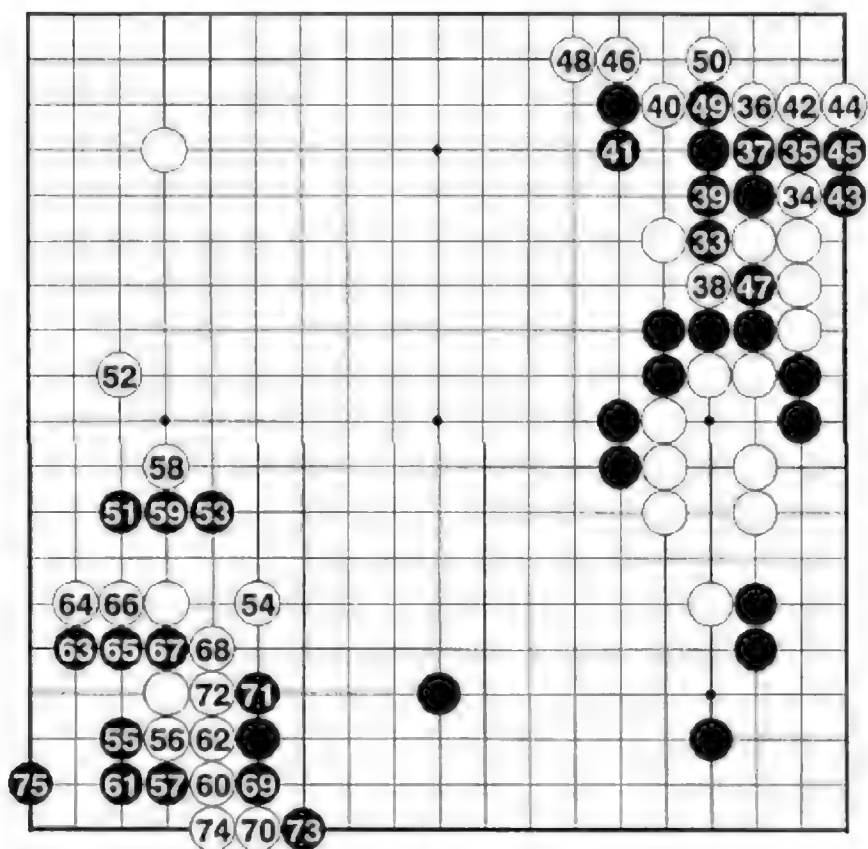


Figure 2 (33-75)

Figure 2 (33-75). A tough game for White

With 33, Black splits White into two. O decides to give up five stones in return for living in the top right corner, but this result is too uneven for it to be called a trade. O: 'This was awful. Any other way of playing would have been better than the actual game.'

Up to 48, Song had used a mere 14 minutes to O's 62 minutes. To add insult to injury, he was yawning constantly. (At least he wasn't talking on his cellular, as he's been reported to do in other international games.)

Black gets to play first on the left side with 51, so the game looks tough for White.

Black 55 is 'severe', according to O, who added: 'This strategy wouldn't occur to me.' When Black invades, White naturally becomes stronger on the outside. White wants to attack the black group on the left side, so he welcomes this.

Figure 3 (76-100). White's last chance

The wedge of White 86 is the kind of move that feels good, but Song queried it in the review after the game, proposing White 1 in *Dia. 4* instead. O: 'This would give an even game. You can't say that White is losing.'

White 92 is the move that O called 'the real losing move'. He should simply have extended at

94, that is, 1 in *Dia. 5*. This extension is sente; if Black ignores it, the sequence to 7 makes miai of 'a' and 'b'. If Black does answer 1, White loses his two stones here, but there are still ways of whittling this territory down to size, so it's nothing to worry about. The important thing is that White would have sente to invade at the bottom.

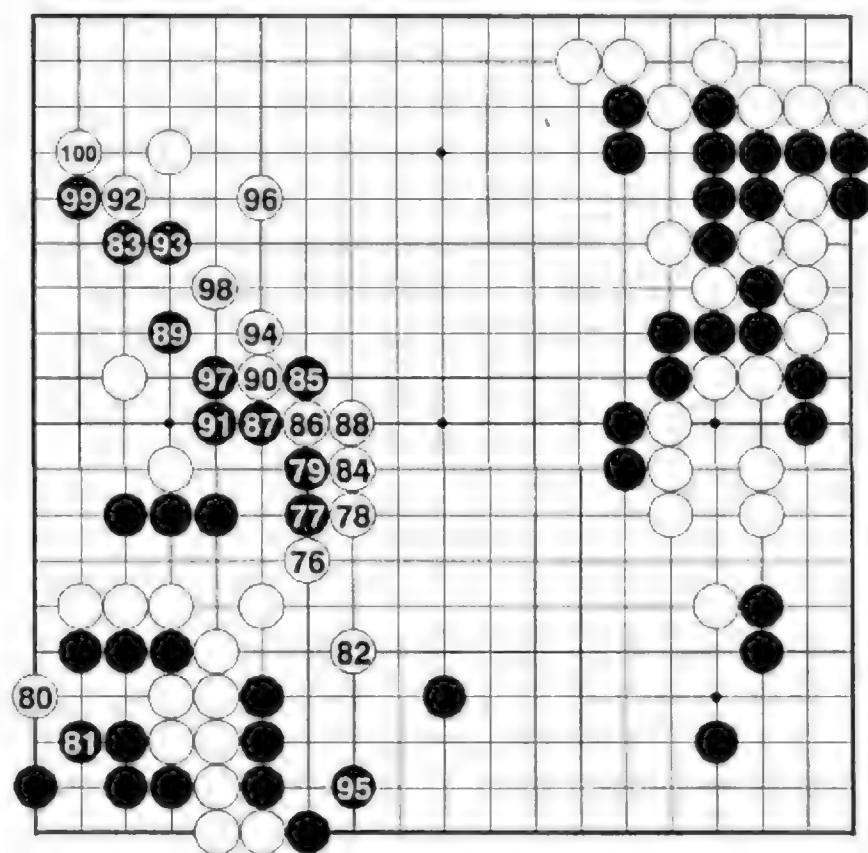
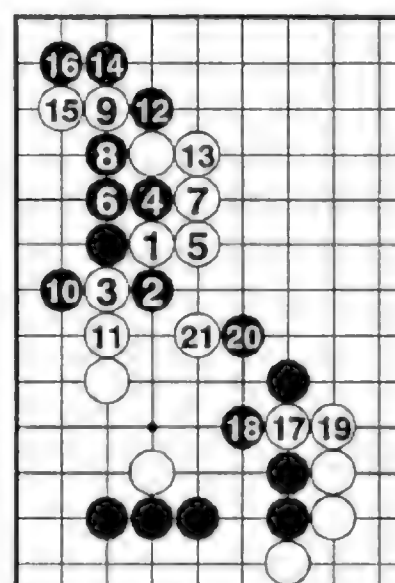
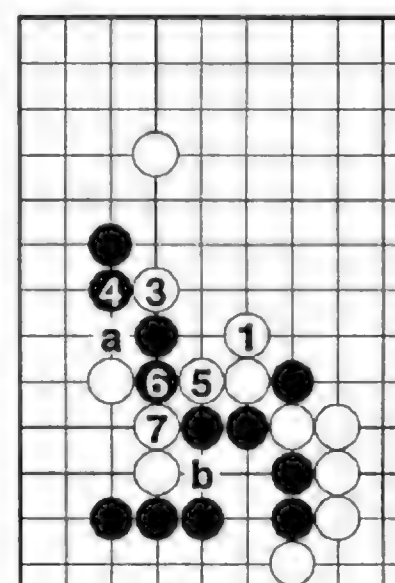


Figure 3 (76-100)



Dia. 4



Dia. 5

2: elsewhere

When Black extends up at 93, White 94 becomes gote, so Black gets a chance to reinforce at 95.



Song 4-dan

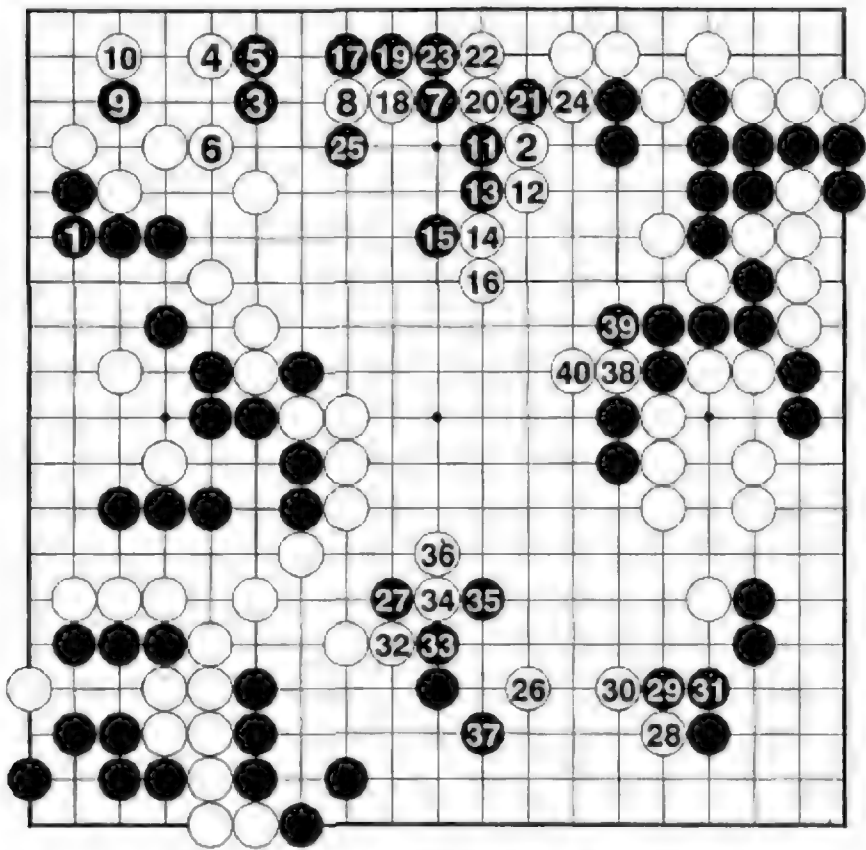
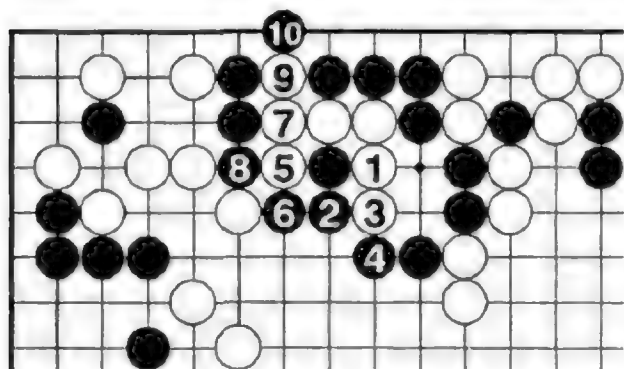
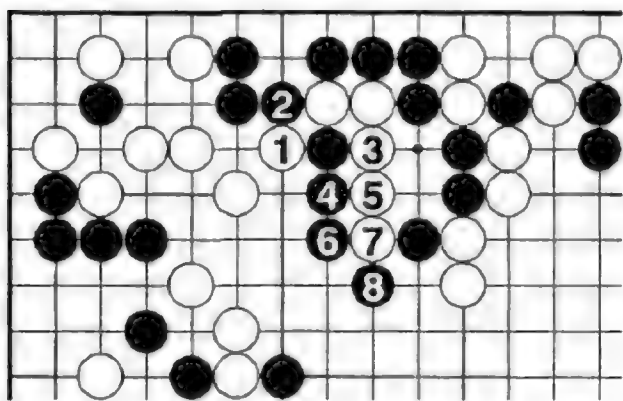


Figure 4 (101-140)



Dia. 6: captured



Dia. 7: captured

Figure 4 (101-140). Song wraps the game up.

White 2. White has to take all of the top, but that's too much to expect. Black could invade anywhere — he chooses the fairly safe move of 3, as the continuations are predictable.

White invades at 8 in an attempt to capture Black. The latter responds with a placement at 9 that reduces the corner potential, then plays calmly with 11. Black 3 and 5 can be discarded: since White has answered them passively, they can be considered as forcing moves and therefore expendable, so long as the stone at 7 is rescued.

White 18 stops Black from making eye shape; attempting to capture 17 with a hane at 19 instead would be pointless.

Black 25 decides the game: the two white stones are captured. Next —

Dia. 6. If White 1 etc., White ends up short of internal liberties, so he loses the fight.

Dia. 7. Likewise if White starts with 1 here. After 8, Black has a snapback.

O plays on for a bit, but the subsequent moves do not change anything.

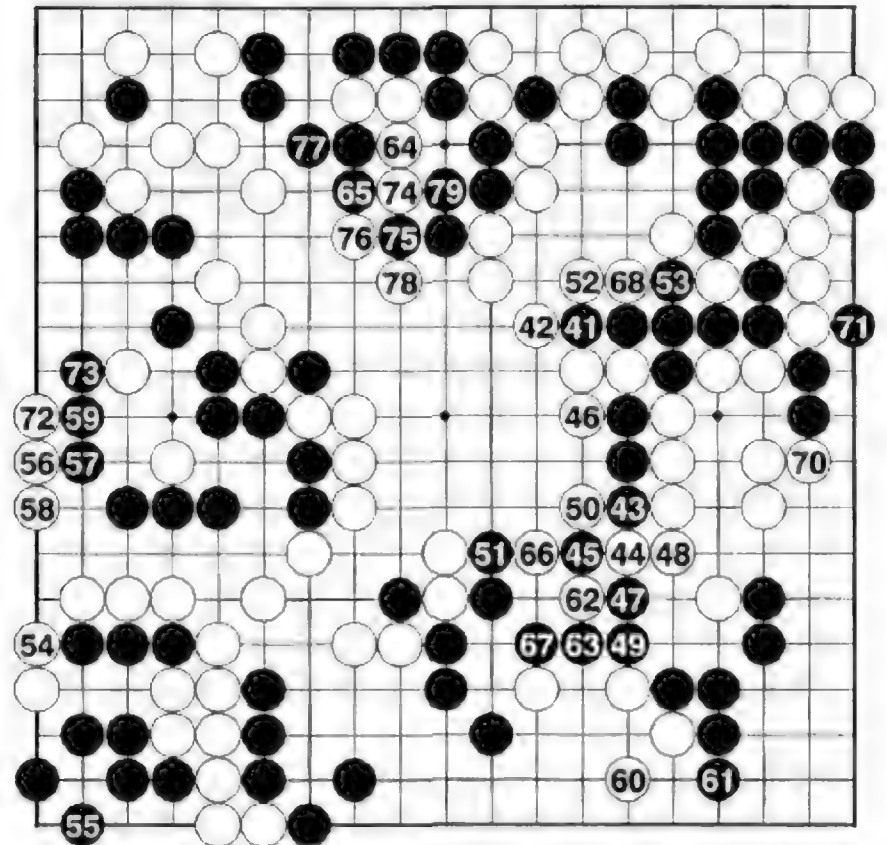


Figure 5 (141-179)

69: connects (right of 53)

Figure 5 (141-179). A convincing win

The youthful Song demonstrated impressive strength in this game, but it also showed what an advantage it is to be a member of the supremely competitive go scene in Korea, which in recent years has been the world's leader in innovation and research in go.

White resigns after Black 179.

Time taken: Black: 54 minutes; White: 2 hours 58 minutes.

2. The defending champion Yi Se-tol vs. Hane Naoki

In this game from the second round, Yi Se-tol makes it only too clear why he is a dual world champion: his fighting prowess is second to none.

White: Yi Se-tol 6-dan (Korea)

Black: Hane Naoki 9-dan (Japan)

Played at the Nihon Ki-in on 14 April 2003.

Commentary by Kobayashi Koichi Gosei.

Figure 1 (1-40). An aggressive start

Black 11. In recent years, the pattern Black

26-White 23-Black A has been very popular, but Hane opts for an older, more aggressive variation.

Black 19. If at A, suffering White 19 is painful, so Black 19 is natural.

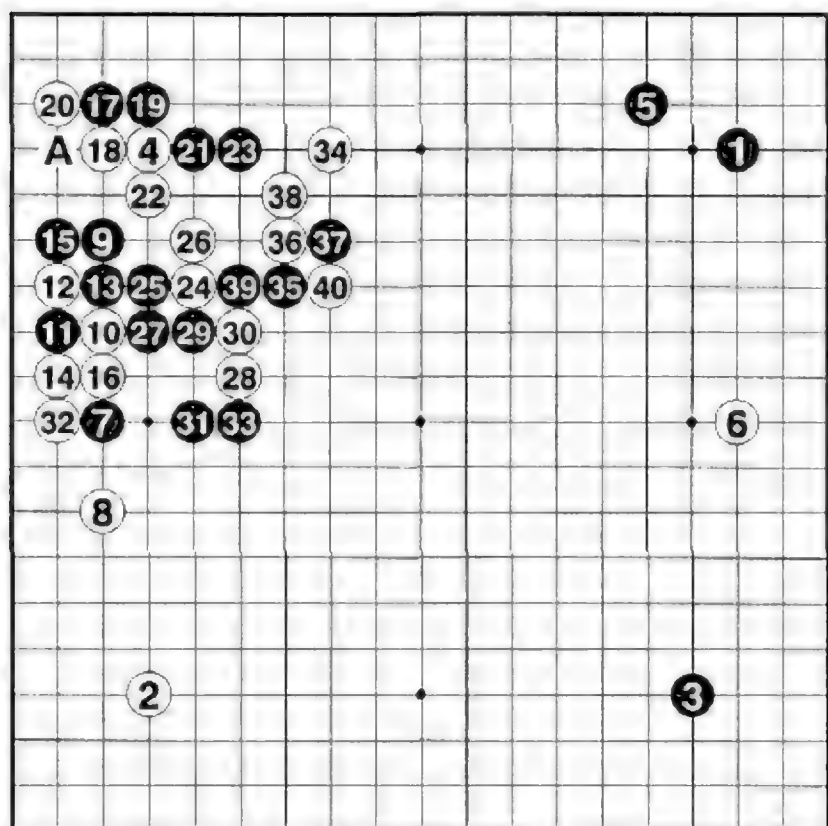
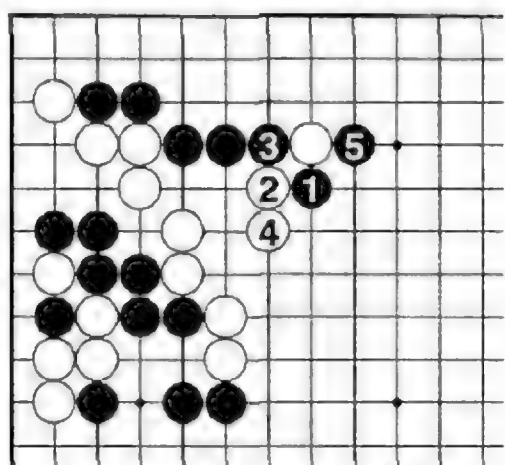


Figure 1 (1-40)



Dia. 1: better for Black

White 28 may be dubious. Kobayashi: 'Black 29 and 31 are too good for Black. Wouldn't it be better simply to play at 32?'

White 34 is an all-out move typical of Yi, but Kobayashi queried it, too. 'I wonder what White intended to play if Black attached at 1 in *Dia. 1*.' The continuation to 5 is quite uninteresting for White, but it's hard to find anything better.

Hane's 35 is also a severe move, but White 36 and 38 make sense of 34, so Kobayashi's conclusion was that Black should have played 1 in *Dia. 1*.

Hane has failed to punish Yi for his overplay, so the position looks even.

Figure 2 (41-70). Hane takes the lead.

White 56 is clearly a major blunder. Yi regretted it after the game, saying he should have played at 1 in *Dia. 2*. Kobayashi: 'If Black

blocks at 2, White plays 3 to 9. The centre black group is weak, so this is quite feasible for White. If Black extends with 2 at 'a' out of dislike for this result, White cuts at 'b' and captures the corner three black stones, just as in the game. That result should make it clear that the exchange of 56 for 59 in the game is very bad for White.'

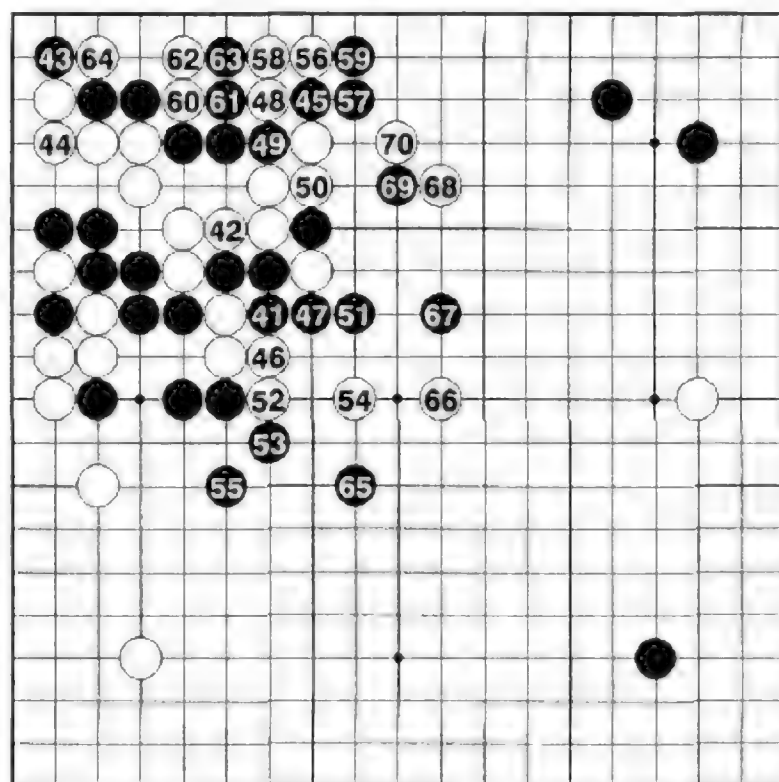
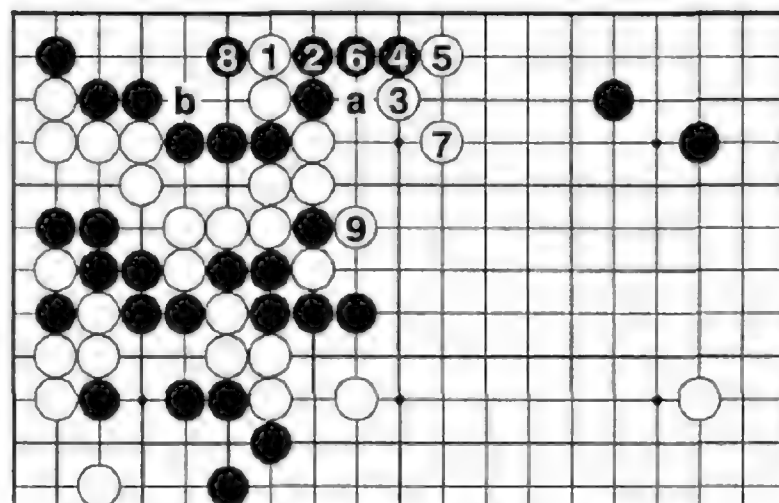


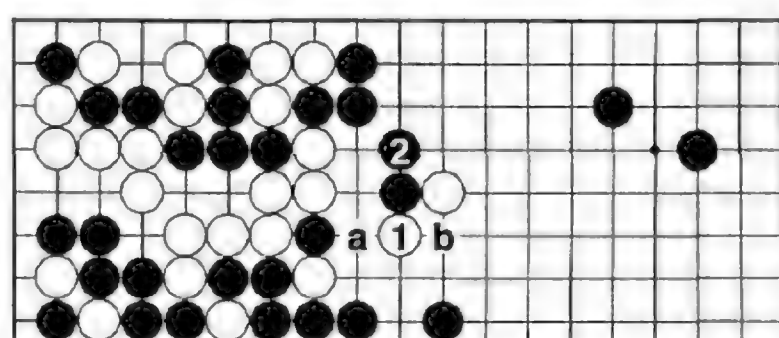
Figure 2 (41-70)



Dia. 2: an effective sacrifice

Thanks to getting a stone in place at 59, Black no longer has any worries at the top, which is significant. When he occupies the key centre point of 65, it is clear that Black has seized the initiative.

Black 69 is a clever move. If White answers at 1 in *Dia. 3*, Black pulls back at 2, making miai of the cuts at 'a' and 'b'. White therefore has no choice but to answer at 70.



Dia. 3: two cutting points

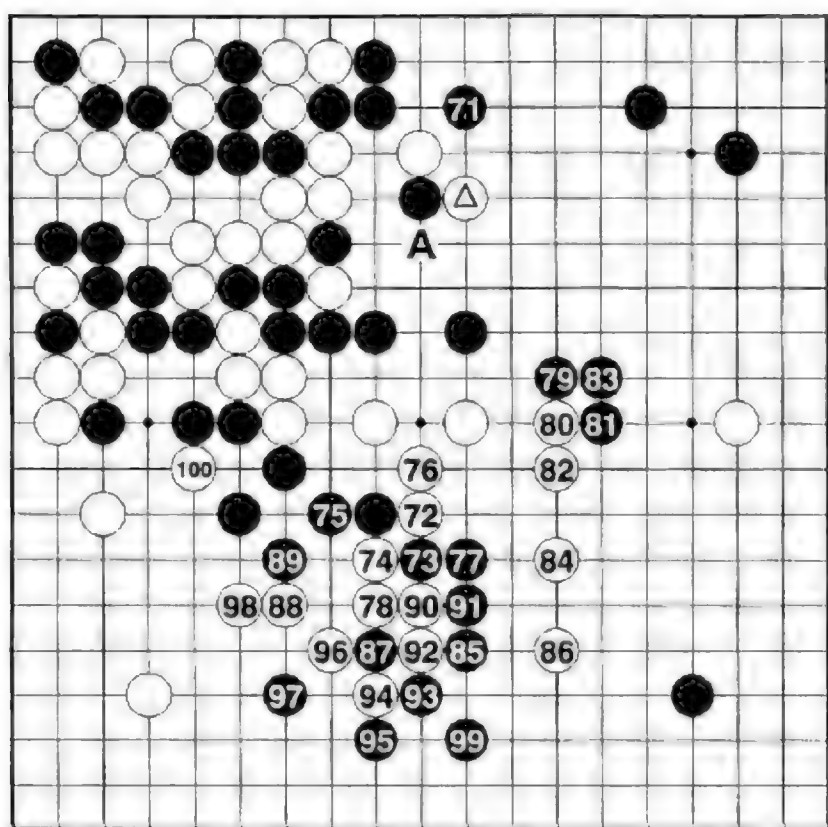
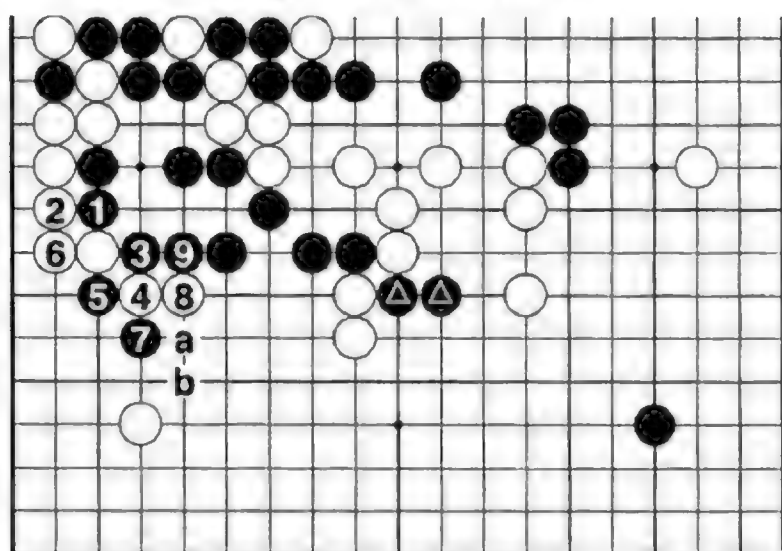


Figure 3 (71-100)



Dia. 4: safety first

Figure 3 (71-100). Yi throws the game into confusion.

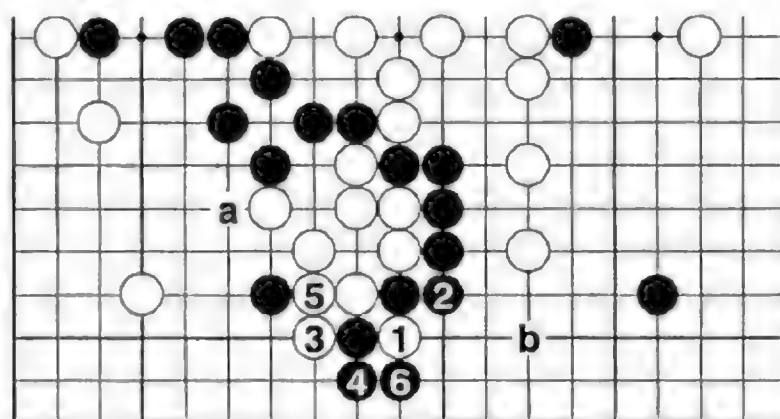
Thanks to 69 in Figure 2, Black has the option of playing at A later. If Black had played 69 after 71, White would have answered at A and regarded the marked stone lightly, that is, been prepared to sacrifice it.

White is behind, but Yi shows his strength with 72 and 74. This serves to complicate the game. It takes a lot of nerve for the player in the weaker position to play so aggressively.

Black 85. According to Kobayashi, Hane missed a chance to simplify the game here. 'First of all, the essential thing is to secure a solid life for the large group with 1 to 9 in *Dia. 4*. If next White 'a', Black plays 'b', and it won't be easy for White to take all the bottom territory. In that case, Black's territorial lead becomes clear. The two marked black stones in the centre are not necessarily pivotal stones [that have to be saved].'

The game is plunged into confusion after Black 85.

Black 97 is like walking a tightrope. This is not the way the player who had the lead would have wanted the game to develop. Yi's do-or-die gamble with 72 and 74 has thrown the game wide open.



Dia. 5: bad for White

White 98 is the only move. Breaking through to the bottom with 1 etc. in *Dia. 5* is no good, as Black 6 makes miai of 'a' and 'b'.

Black 99 is also the only move, but the eye-stealing move of White 100 is severe. Things are looking tough for Black.

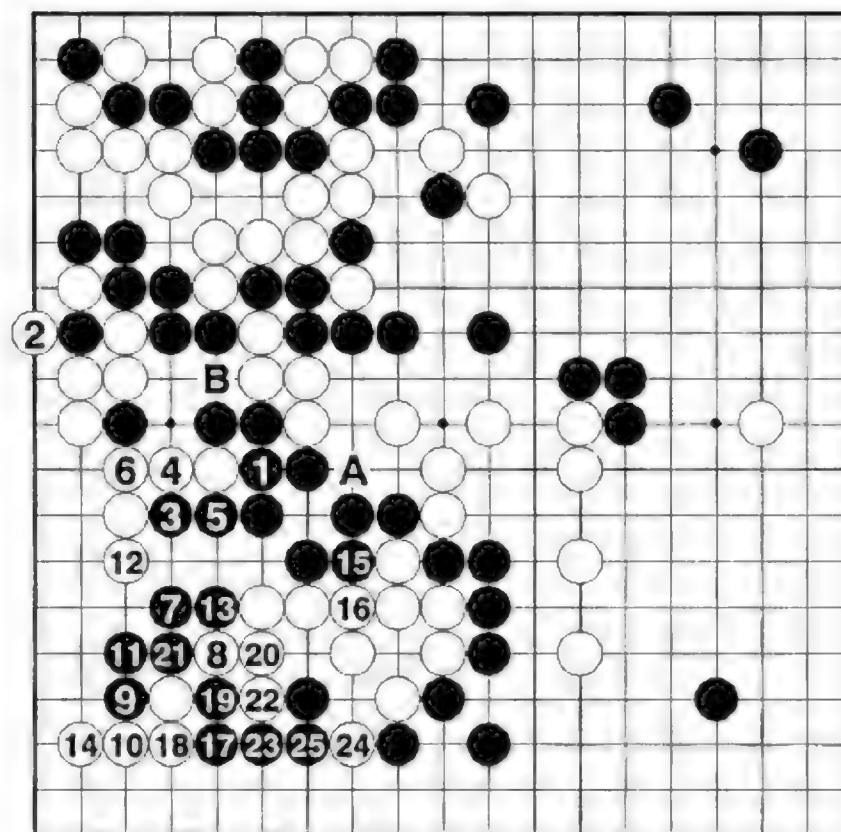


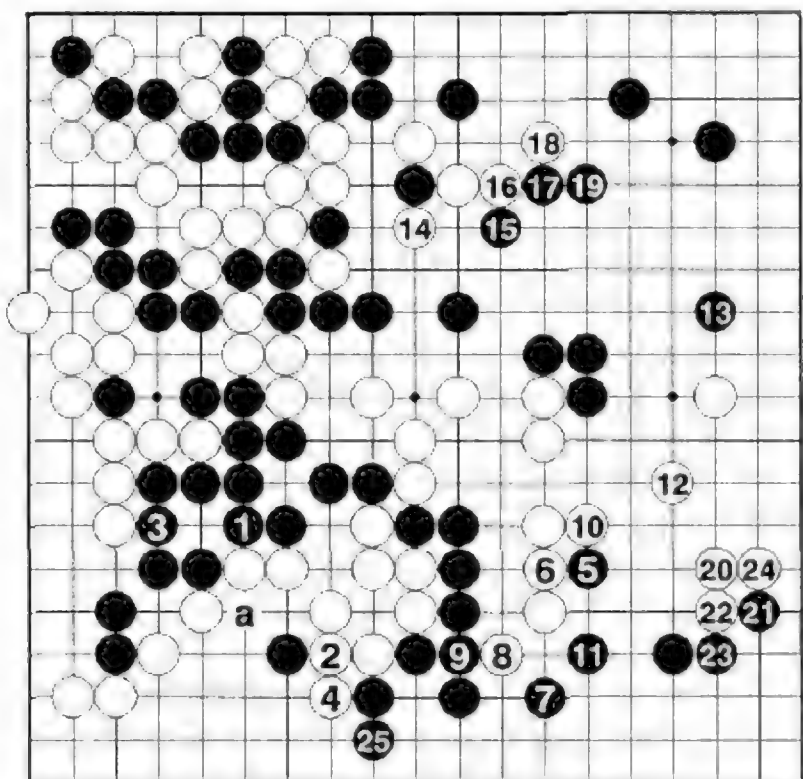
Figure 4 (101-125)

Figure 4 (101-125). Hane's fatal mistake

Black 3 is the only *shinogi* line available to Black, but even so it's hard to see where his eyes are going to come from. After 6, White A is half sente, because of the threat of White B, so Black has even less eye shape than it appears.

Black 9. If at 12, White plays at 11.

Black 15 (Hane's first move in byo-yomi) is the losing move. The exchange for 16 loses Black the cut at 20. Hane apparently thought that he could also succeed with the cut of 17 to 21, but apparently he misread something in the continuation.



Dia. 6: a close game

According to Kobayashi, instead of 15, the correct move is 1 in Dia. 6. 'This is the only way to save the group. White has to play 2 to forestall the cut of Black 'a', so Black can live with 3. White breaks through into the bottom with 4, and the moves to 25 follow. The game is close, but Black would still be a little ahead.'

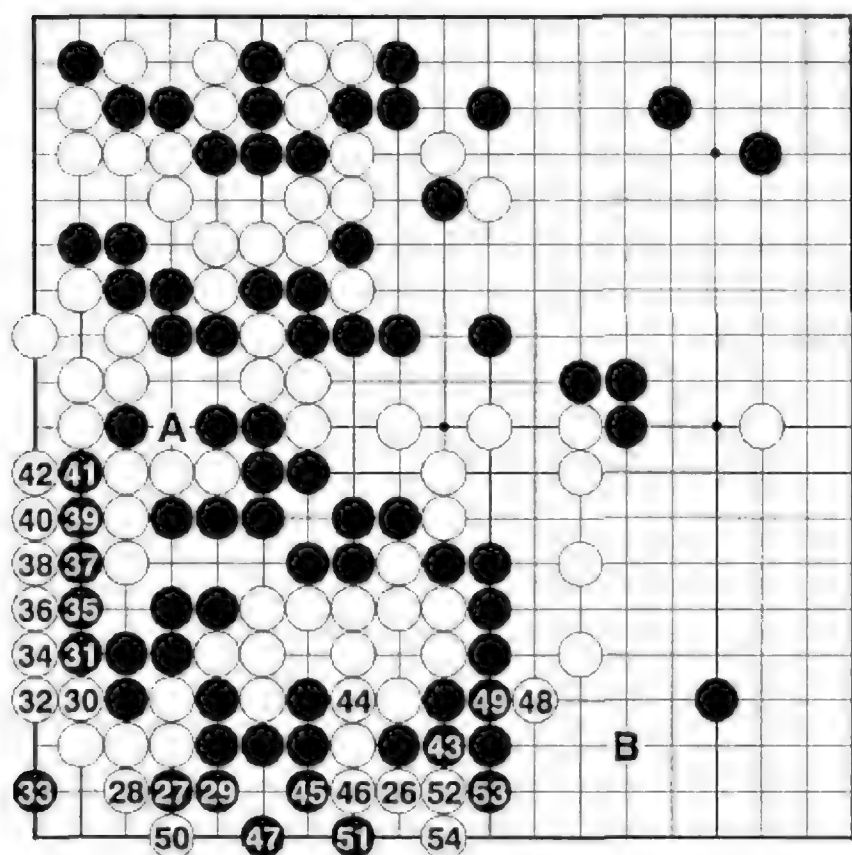


Figure 5 (126-154)

Figure 5 (126-154). A fighting win

White 32 is a declaration of victory. This move makes miai of securing two eyes with White 33 and linking up along the edge with 34 on.

Up to 54, the fight at the bottom ends up a seki, so Black has to resign. He has to play two moves — A to save his centre left group, B to

save his bottom group — so the position is hopeless.

For the first half of this game, Hane was doing well, but once Yi succeeded in turning the game into a knock-down-drag-out fight, his formidable fighting skills enabled him to turn the tables on his opponent. The title we gave our article is a little exaggerated: by now the legendary fighting ability of the top Koreans is hardly a secret.

The only consolation for players from other countries is that the Koreans are not invincible. However, you have to be in top form from start to finish to have a chance of winning.

Incidentally, Yi played almost as fast in this game as Song in the previous one; even the short time allowance of an international game is more than enough for him.

Black resigns after White 154.

Time taken. White: 57 minutes; Black: 2 hours 55 minutes.

(Both commentaries adapted from the *Yomiuri Newspaper*. Translated by John Power.)

The 27th Kisei Title

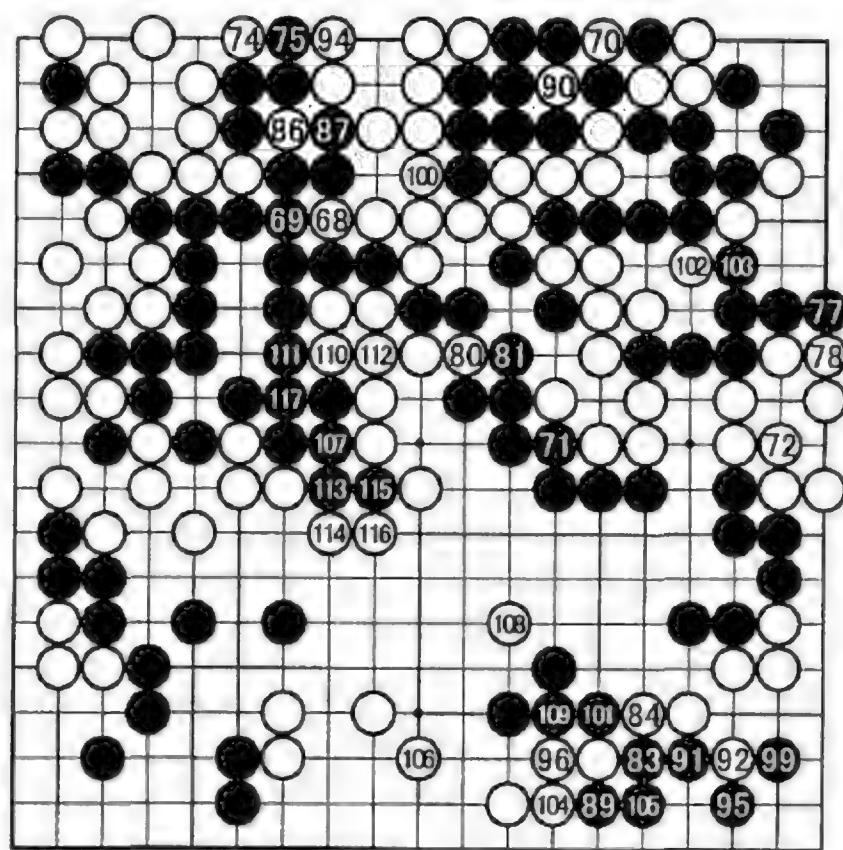


Figure 6 (168-217)

73, 79, 85, 93, 99: takes ko at 70;

73, 79, 85, 93, 99: takes ko right of 70;

97: connects at 86; 98: at 90

Figure 5 (168-217).

This figure is a mere formality. White has to give up his stones lower right corner in order to win the two-step ko.

White wins by resignation.

The 27th Kisei Title Match

O Rissei vs. Yamashita

Exactly one week before the start of this series, the defender and challenger were matched in the Meijin League with O Rissei playing black and Yamashita white, just as in this game. Although Yamashita won by 1½ points in an upset, it was O who had the lead after the middle game. However, O made a number of lukewarm moves and gave the game away. In a conversation with a reporter four days later, he mentioned how difficult it was to properly judge who was leading, referring to that game. Would the outcome of that game influence the match that was about to take place between these two players?

Game One

White: Yamashita Keigo 7-dan

Black: O Rissei Kisei

Komi: 5½ points; time: 8 hours each.

Played in Beijing on 16 & 17 January 2003.

Commentary is taken from a number of sources, including those of the official commentator Otake 9-dan and Takagi Shoichi 9-dan. They have been reinterpreted and compiled by Rob van Zeijst.

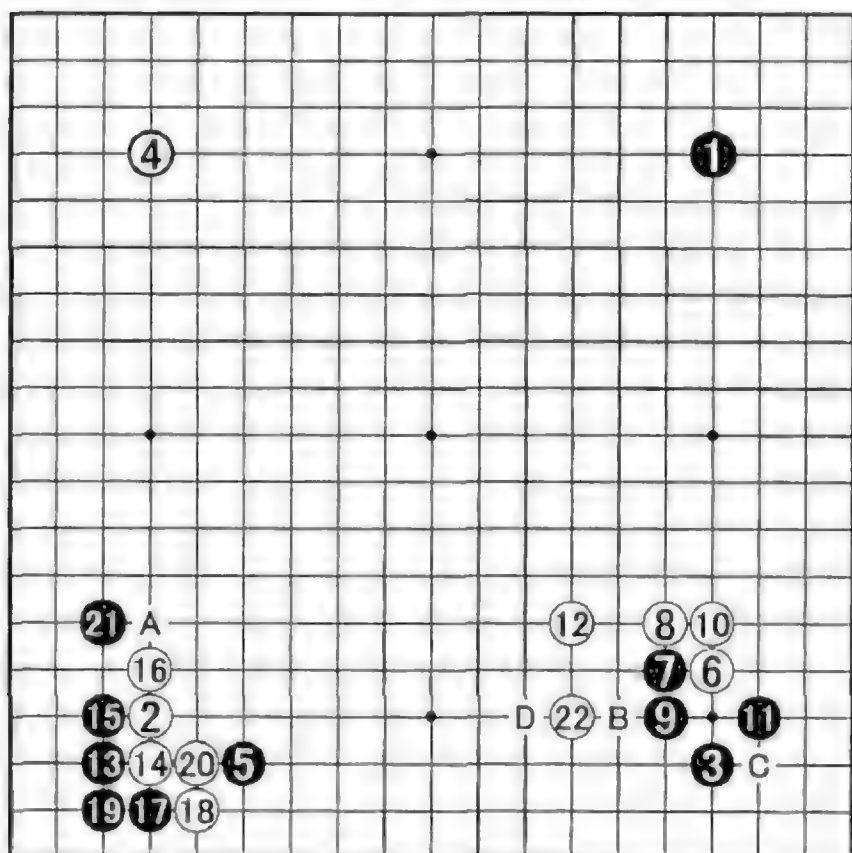


Figure 1 (1-22)

Figure 1 (1-22). A disagreeable 3-3 invasion?

O has a special liking for the opening moves through Black 5. He has played them on a number of occasions. Of course, White can defend at A or 21, but an approach at 6 is also an established strategy.

Black 7 seems a little odd. Playing another approach at 21 would be normal. However, a major drawback is that White, if he gets sente, can press at B to build thickness or attach in the corner at C if territory is a more urgent concern.

Black 11 is territory-oriented. Playing at D is also possible, but White C would then be large.

White 12 is the only move. It allows Black to invade the bottom left corner, but letting Black hane on top of 8 is out of the question.

Black 13 met with criticism, as the moves through 22 form a one-way street. Otake thought that Black had lost the initiative. Instead of 13, a second approach at 21 or A was expected. Alternatively, Black could also have played at D.

However, in a later commentary, Kobayashi Satoru remarked that 13 was not bad because it makes miai of a move around 22 and 23.

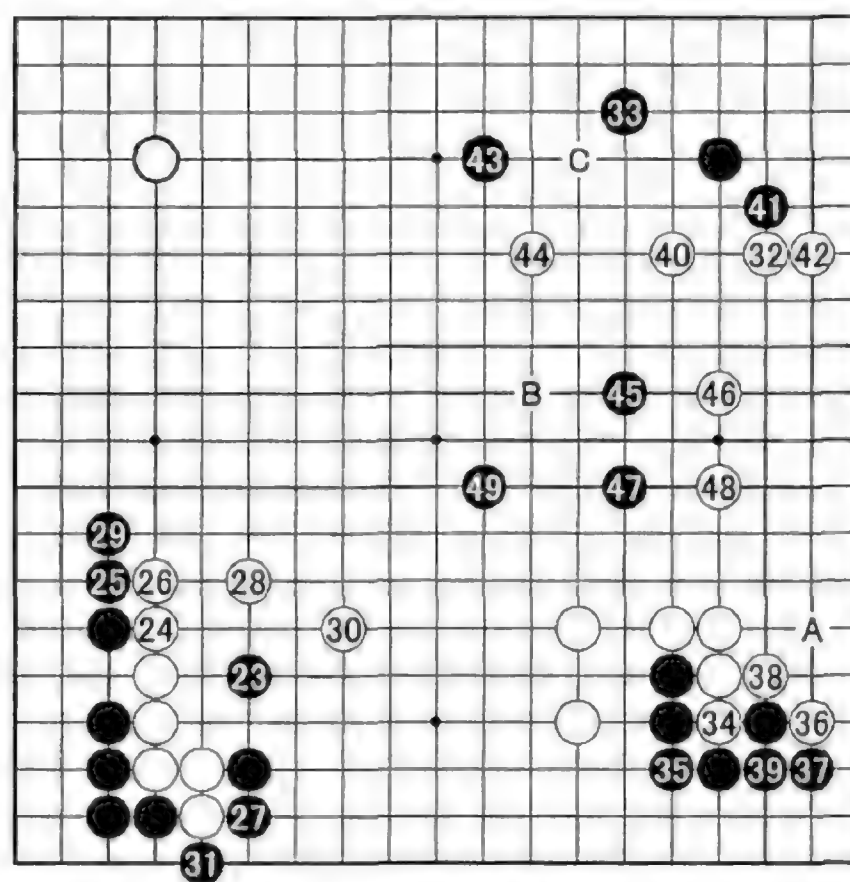
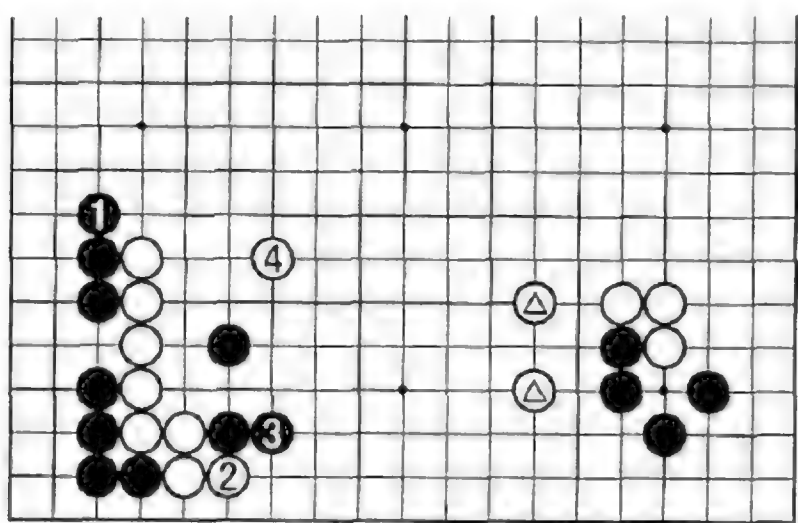


Figure 2 (23-49)

Figure 2 (23-49). Forming a gigantic moyo

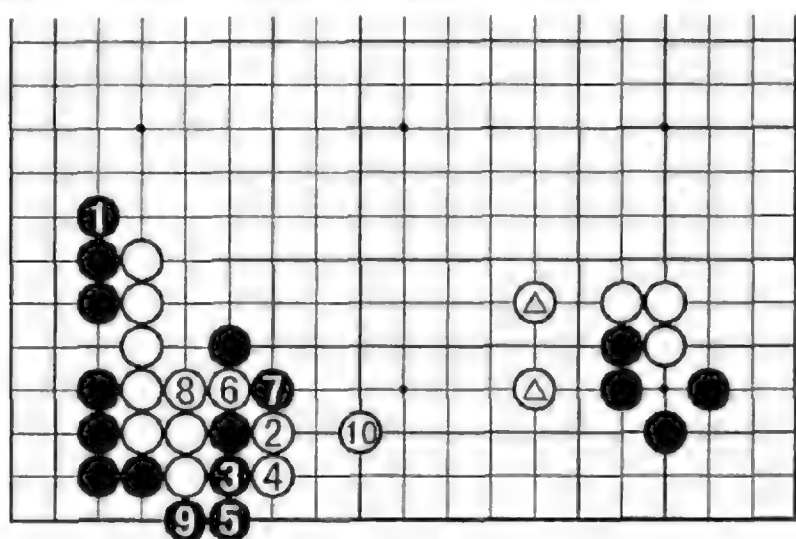
Black 23 was predicted. White 24 and 26 are indispensable. Black would like to extend to 29 at this point, but allowing White to follow *Dia. 1* or 2 lets White decide the direction of the fight.

After Black 1 in *Dia. 1*, White takes the vital point with 2. If Black answers with 3, White presses hard on Black with 4. During the ensuing fight, if White manages to connect the line between White 4 and the marked stones, a huge white moyo will form.



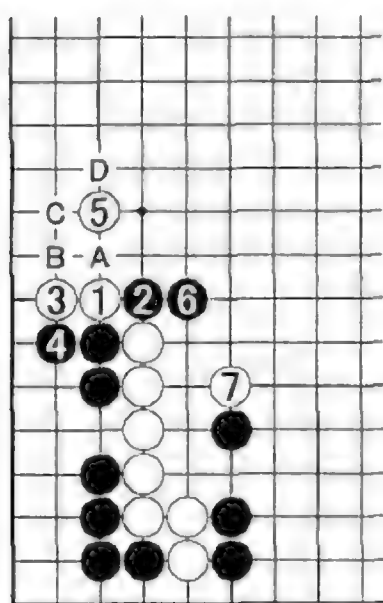
Dia. 1

Alternatively, White may follow *Dia. 2* and stake the game on a fight in the center. Again, the marked white stones will prove their value.

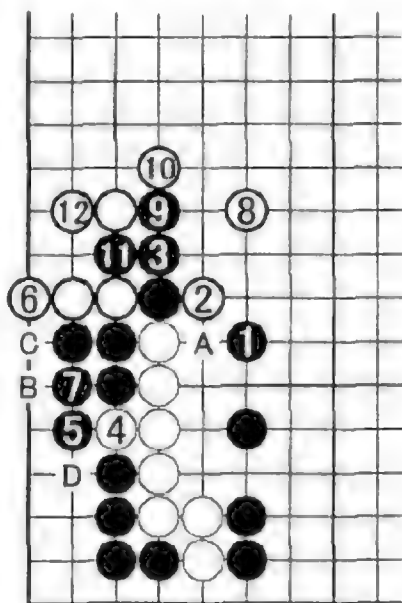


Dia. 2

On the other hand, after Black 27, White wants to hane at 29. Is that possible? If White hanes at 1 in *Dia. 3*, Black will cut without hesitation. After exchanging 3 for 4, if White immediately attaches at 7, Black hanes at A—White B—Black 5—White C—Black D, etc., giving White a terrible result. The sequence shown here will lead to a hairy fight.



Dia. 3



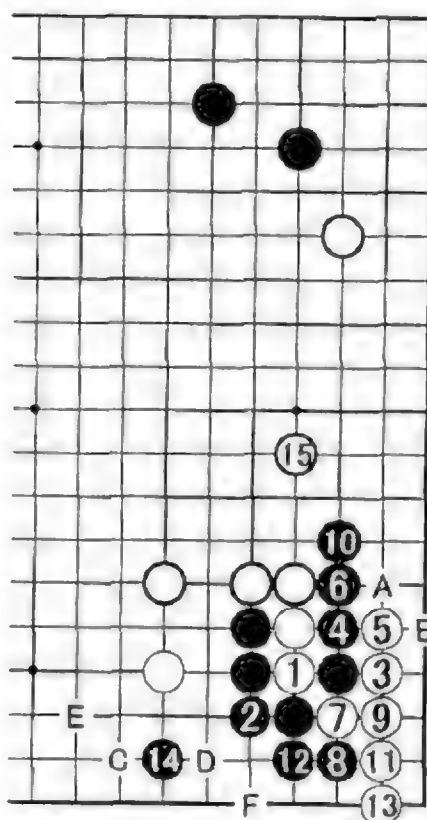
Dia. 4

On the other hand, instead of 6 in *Dia. 3*, Black would like to play at 1 in *Dia. 4*. Normally, after exchanging 2 for 3, White would have to connect at A. But in this case, White can exchange 4 for 5,

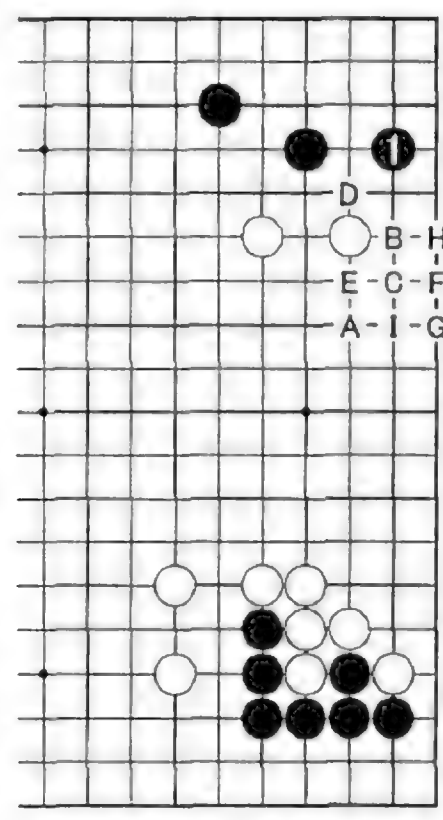
then descend to 6, threatening a brilliant tesuji starting with the throw-in at 7—Black B—White C—Black 7—White D. This means White 6 needs to be answered with a move at 7, after which White 8 traps the black cutting stones.

After considering all of these variations, Yamashita finally chose the peaceful sequence of 28 and 30 to take sente and switch to 32, mapping out a huge moyo. After Black 33, White has a problem. He wants to jump to 40, but leaving behind a gap at A (Black will slide there right away) is too painful. White 34 starts a sequence that blocks off the right side in sente. Black has to submit with 37 and 39, so White can build up his moyo with 40 and 44.

If Black resists with 4 in *Dia. 5*, White lives with the sequence to 13. Black can run away with 14, but White 15 will prove to be severe. Black can probably live after forcing A for White B, but White can exchange C for D and E for F later on.



Dia. 5



Dia. 6

The exchange of 41 for 42 is dubious. Normally this exchange hampers a white corner invasion at the 3–3 point in sente, but, in this case, White doesn't want to invade anyway, as that would destroy his moyo. Later, Black may want to play 1 in *Dia. 6*. This threatens an invasion at A and prepares for the endgame sequence B through I, which would give Black a corner profit of close to 20 points. But, more importantly, after the exchange of 41 for 42, when Black erases with 45, a move at B looks severe.

Black 43 is a good move which strengthens his own position before erasing the white moyo. In addition, it forestalls a shoulder hit at C.

It is hard to say whether the moves from 45 through 49 are the best. Many alternatives exist for each move, but no single variation necessarily leads to a better result.

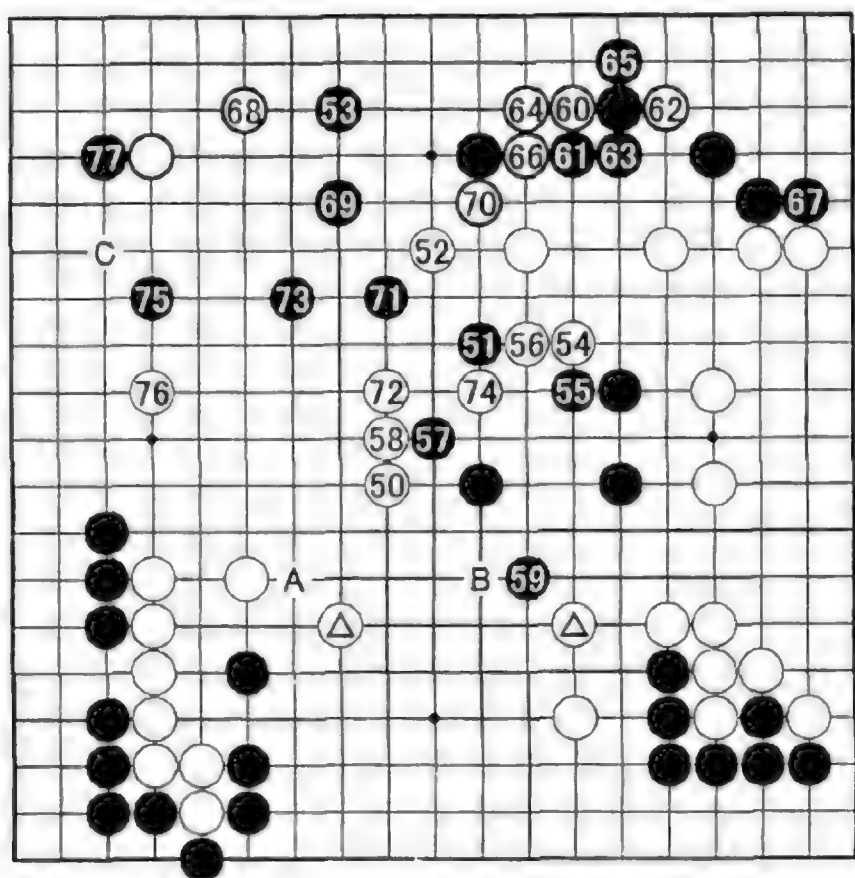


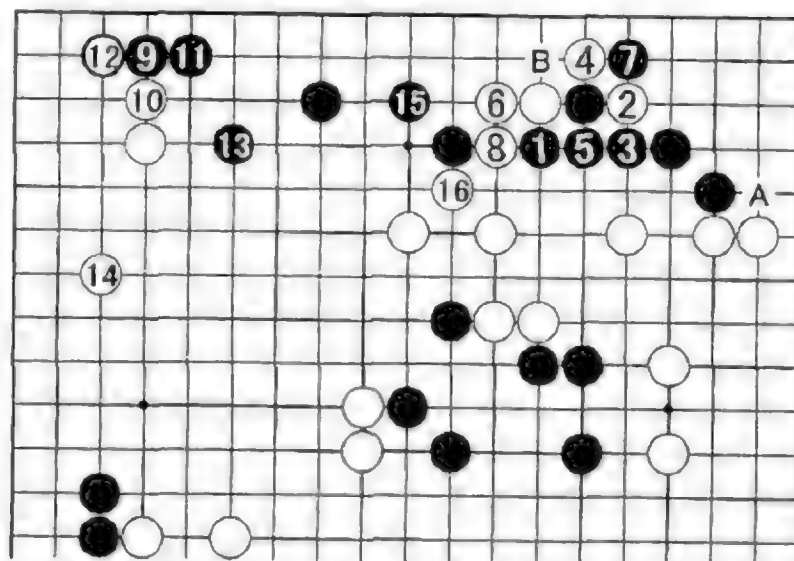
Figure 3 (50-77)

Figure 3 (50-77). Black is torn to pieces.

White 50 is an important move for defending the weakness at A.

Otake severely criticized Black 51. Apparently, O was planning to induce White 52 in order to build up the upper side with 53. But while White 52 was just right, the extension to 53 was too thin. Yamashita grabbed this chance by first playing two forcing moves with 54 and 56, then attaching at 60, leaving Black with no good answer. Instead of 51, Otake felt B was the vital point. This stabilizes the center black group and makes miai of an extension around 53 and an approach at C. Reflecting on the game, O admitted his mistake and mentioned that even after the exchange of 51 for 53, it was still important to break the connection between the two marked white stones.

The combination 60 and 62 is not often seen, but in this case this tesuji is just right. Black promptly answered incorrectly with 63. He should have followed *Dia. 7*. After White 2, Black 3 is correct even if it allows White to exchange 4 for 5. After White 8, Black is able to omit a move at A, since this move and capturing at B become miai for making eyes. Therefore, Black can switch to 9 and strengthen his position at the top in sente with the sequence to 16. Although Black would still be lagging behind, he at least would have a game.

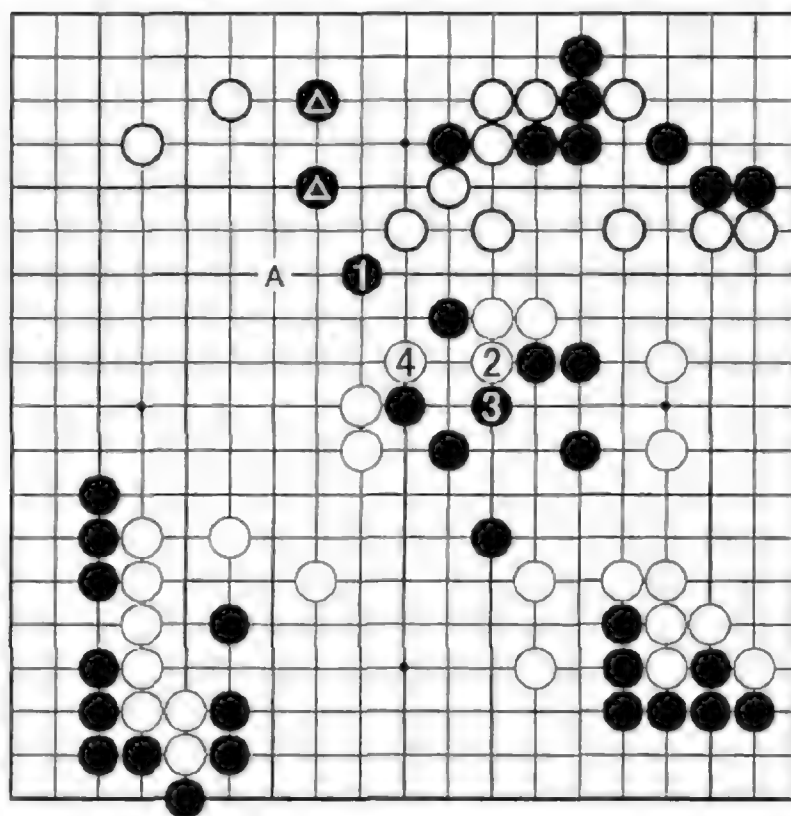


Dia. 7

After White 66 in the game, Black needs to reinforce the corner with 67, allowing White to tighten the screws on him with 68.

Black 69 gives White a perfect move at 70. Black 71 and 73 are also out of focus — it was clear to everyone Black had a tough game. However, instead of 72, a thick move typical of Yamashita, White had an even severer move.

Takemiya advocated *Dia. 8*. After 1, if White exchanges 2 for 3 first, then blocks Black's path with 4, he saves a full move which he can use to attack the marked stones. For example, if Black plays at A as in the game, it is White's turn next.

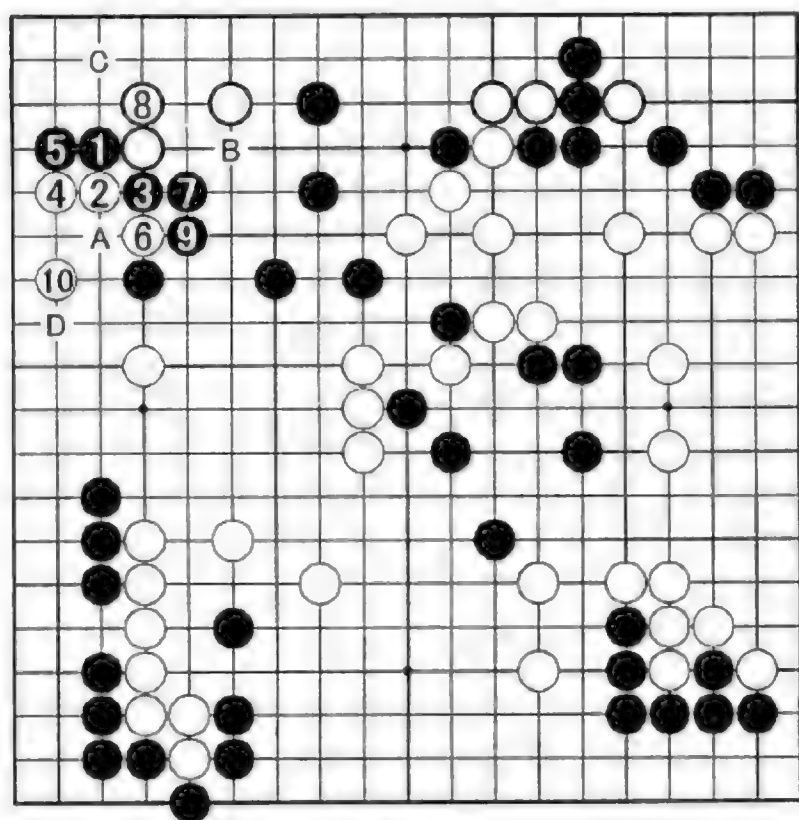


Dia. 8

Seeing little room for full-board development, O goes all out and plays 75. Challenging Yamashita to 'do his worst,' he leaves his center group unprotected. According to Takemiya, Black has no move in this area. Otake said if White were to go after the black center group, actually killing it would prove troublesome.

Yamashita also hesitated to shift his attention to attack the upper left group. If White's center position

became stronger during the attack, he could go after Black's center group. In combination with 75, Black 77 constitutes a sabaki tesuji. If White makes the standard answer as in *Dia. 9*, Black easily lives with the sequence to 9 — there is plenty of room for eyes at A and B and also aji for later at C and D. If the standard reply gives a bad result, how then should White answer?



Dia. 9

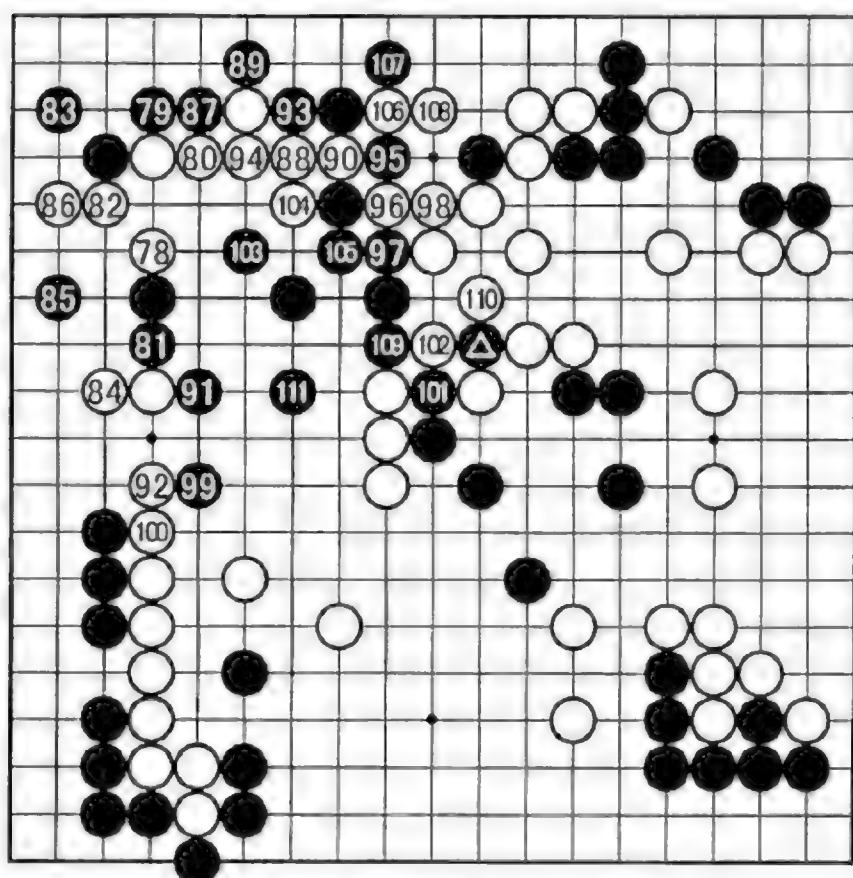
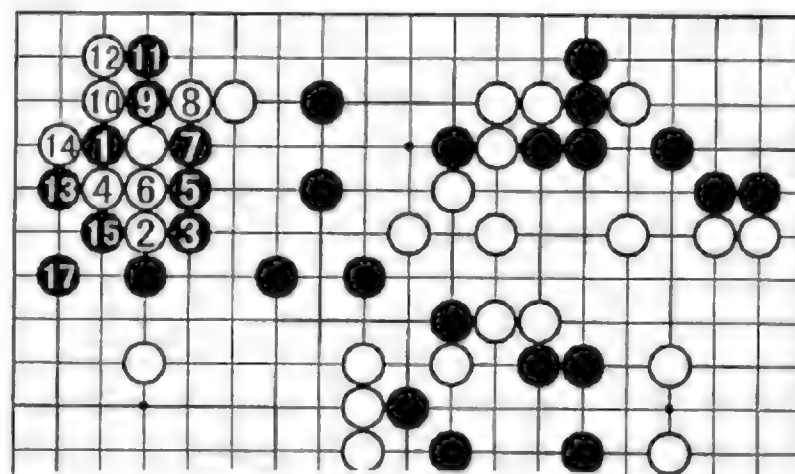


Figure 4 (78-111)

Figure 4 (78-111). *The torn pieces are falling into place.*

Resisting with 78 is natural. Black 79 looks like an overplay. Saying, 'This move will amount to a huge loss without compensation,' Takagi advocated following *Dia. 10*, which gives Black a strong sabaki shape. It must be added, though, that there is no guarantee White would have submissively followed the sequence to 17.



Dia. 10 16: at 1

In the game, Black hangs tough with 81, 83 and 85 as if maintaining that not White but Black is the attacker. In the pressroom, where players had gathered to analyze the game, cries of surprise and admiration could be heard. This is O in top form. And indeed, White momentarily has no eyes. However, White 88 is a good move, since it splits Black's groups. Black plays 95 to cleverly sacrifice it while gaining forcing moves with 97, 103 and 107. However, in the process of making eyes for his group, his marked stone falls victim to White's pressure, possibly endangering his other center group. So, after Black secures life in the sequence to 111, the question is what will happen to the center group. It is White's turn. The players analyzing the game were unanimous in their verdict that Black wouldn't be able to pull off the same stunt once again and that death was inevitable.

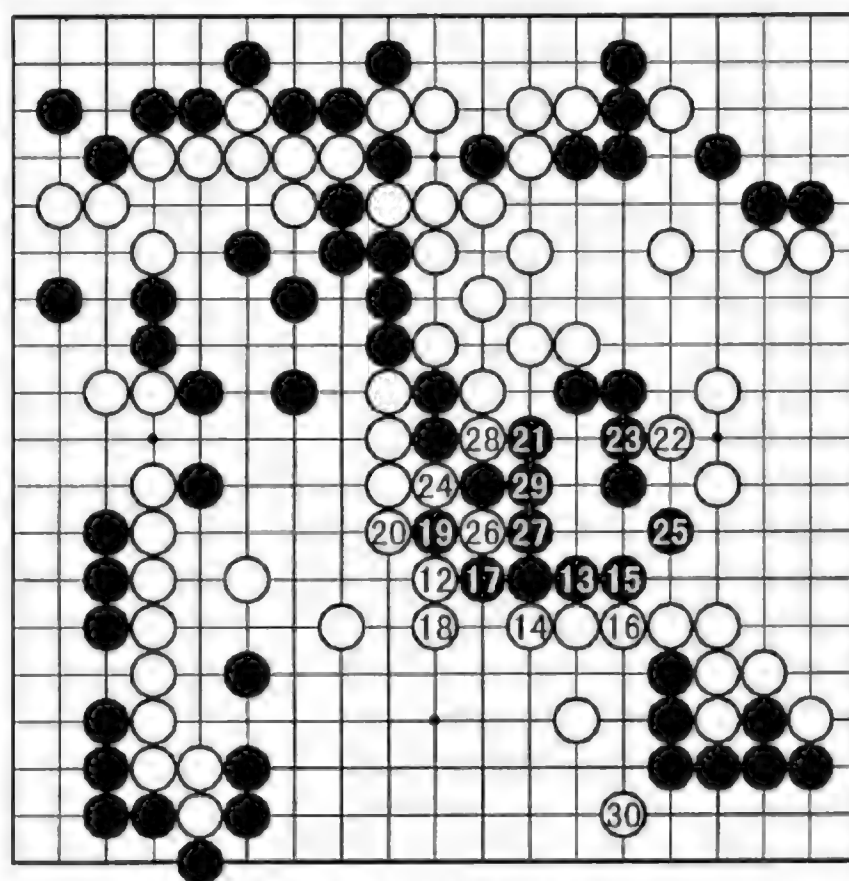


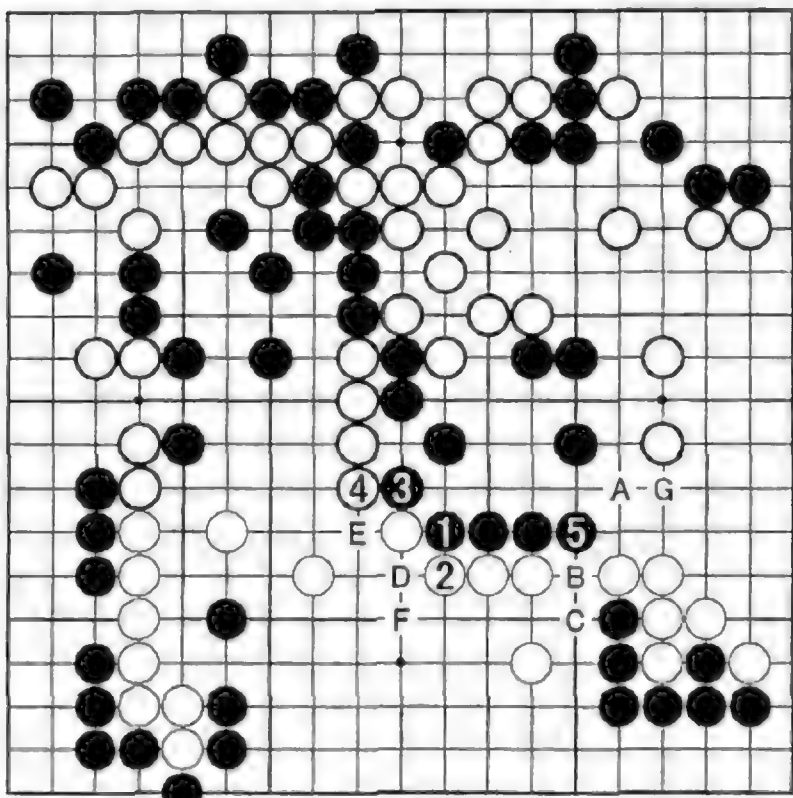
Figure 5 (112-130)

Figure 5 (112-130). *O pulls off a hat trick.*

When Black started making use of the aji in the upper left corner, the overall opinion was that even though Black had pulled off quite a stunt, he

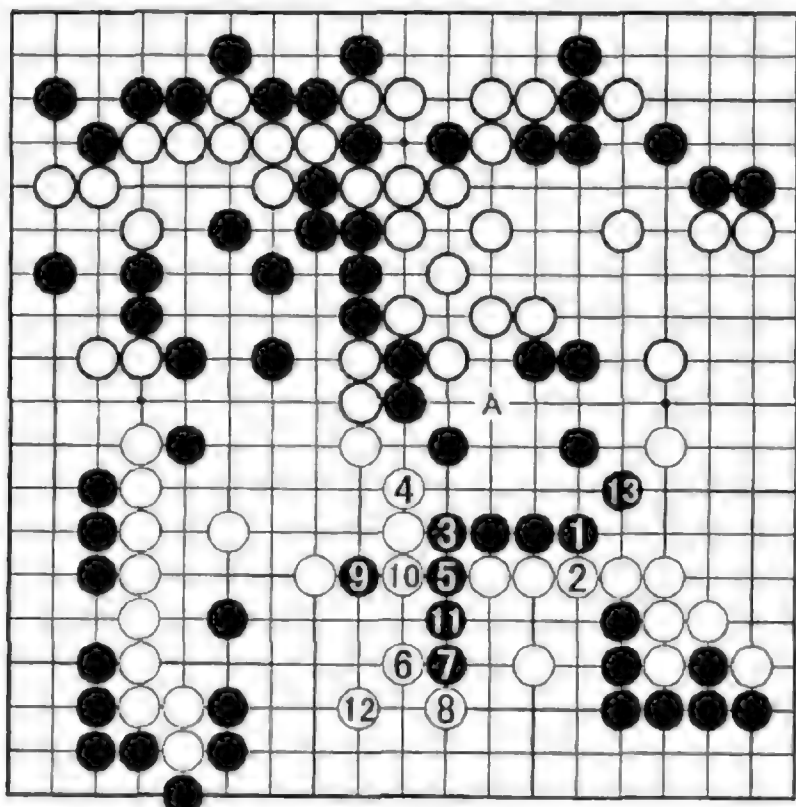
couldn't possibly keep all of his stones alive. However, in this figure the mood suddenly changed: it became clear the Black's group in the center wasn't going to die easily.

White 12 is the vital point and the moves through 14 were predicted. The problems came later.



Dia. 11

O first played at 15, then attached with 17. It would have been simpler and safer to first play 1 in *Dia. 11*. White would answer with 2. After Black 5, the only way for White to kill the black group is by playing at A. However, Black B–White C–Black D–White E–Black F would prove troublesome for White. In other words, White would probably have to compromise with B, allowing Black to live with A.



Dia. 12

The reason why following *Dia. 11* is simpler is because it denies White the chance to follow *Dia. 12*. After exchanging Black 1 for White 2, White can answer Black 3 with 4. Even if Black tries to escape with the tesuji combination of 5 through 11, White keeps the would-be escapees inside. The real problem is whether White can ignore Black 13 and play at A to go for the kill. If White answers 13, Black lives with A. However, even the players in the pressroom couldn't find a definitive answer. When Yamashita was asked for his opinion about this diagram after the game, he answered that he had given it some thought, but rejected it because he thought Black 13 was definitely sente. He also said that after Black lived, the game was bad for White. 'However the difference is slight and it is better not to overdo things at this point,' he added. At any rate, after Black 19 in this figure, all of Black's stones were alive.

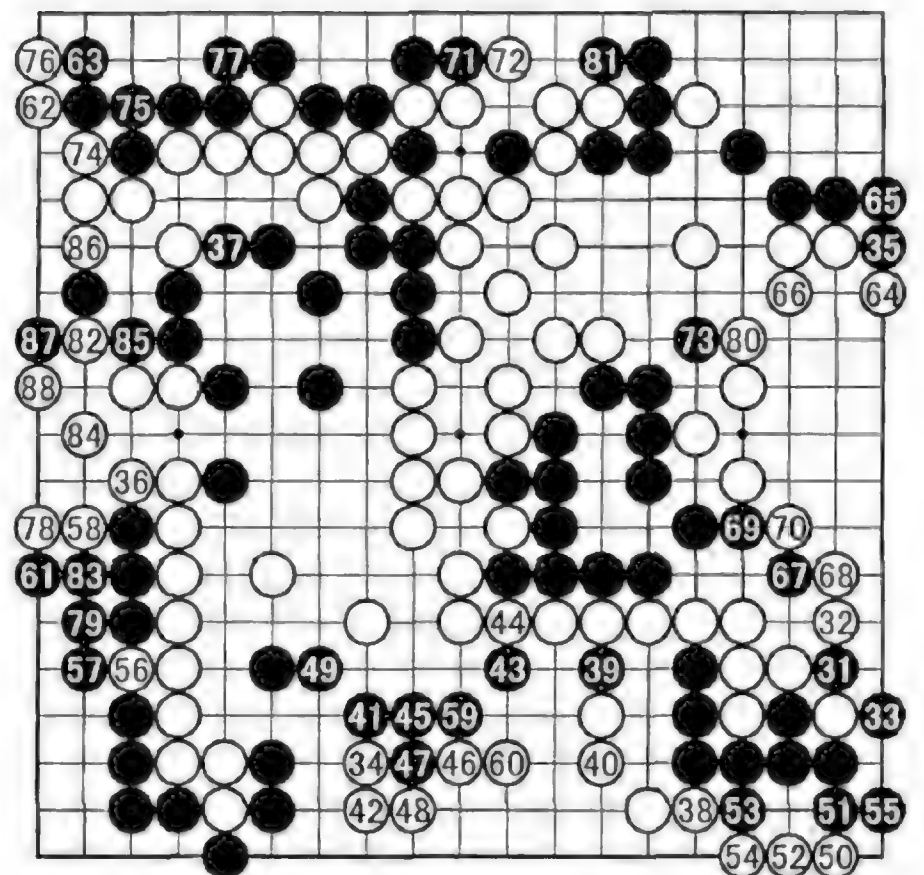


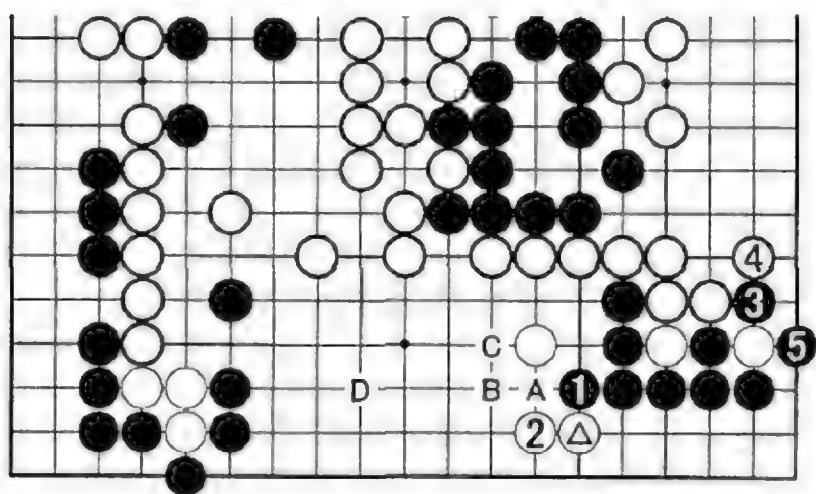
Figure 6 (131-180)

Figure 6 (131-180). *The moment of truth*

What kind of game was this? The moment White pinched with 68 in Figure 3, he was definitely ahead. The subsequent moves clearly demonstrated this. However, is that the real story? Black scored points at the top, rescued his group on the left and in the center as well. White was then trailing in territory. White didn't seem to make any clearly bad moves. Perhaps extending with 72 in Figure 4 was a bit too passive and it might have been better to first attack the center stones in the lower right before coming down with a move like 76. However, if that is all in terms of criticism, does that then mean that the original judgment that White was clearly leading was wrong? Of course, we

could stop the argument with the words 'It was simply O magic,' but, following the development of the game after this, there is a feeling that the usual ideas about go have been turned upside down.

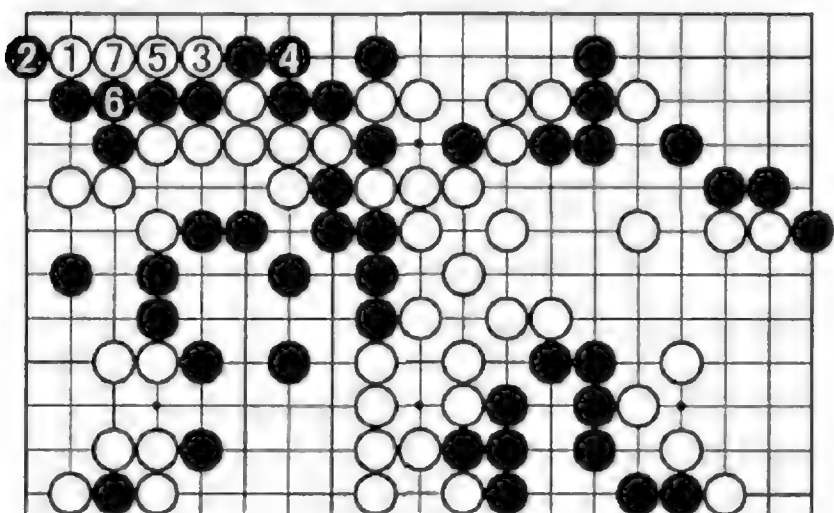
Now all of Black's stones are alive, O must have felt relieved. Usually it is in the second half of the game that O's severity hits home, but it must have been this feeling of relief that caused him to lose the sharpness of his reading. In the first place, O deeply regretted Black 31 and 33 in answer to White 30. In response to the marked stone in *Dia. 13*, Black should have first forced with 1 for 2, then captured with 3 through 5. If White answers Black 1 with A, Black is alive as it stands and can extend to D. After exchanging 1 for 2, Black can cut later with A—White B—Black C. This is a big difference compared with the game.



Dia. 13

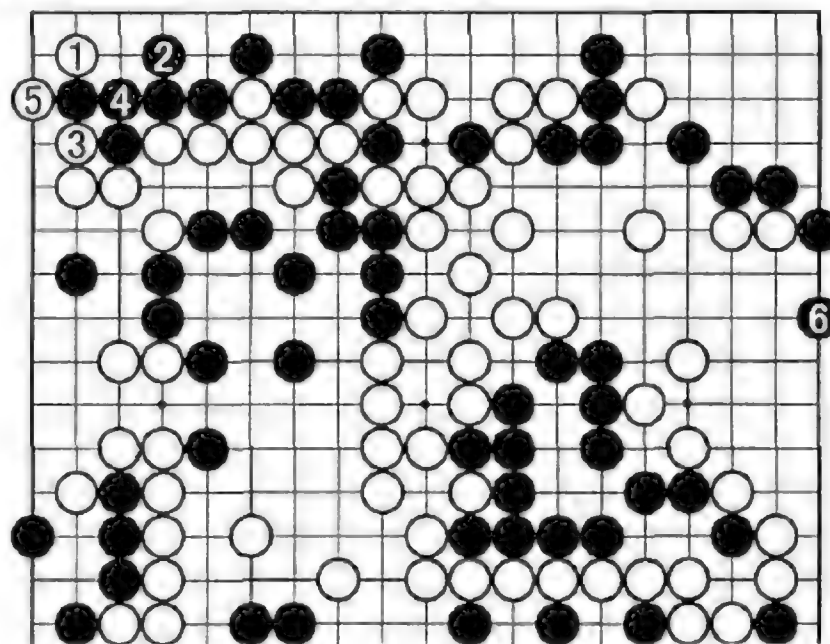
Black 35 appeared to be sente, but White ignored it with 36. Indeed, instead of 35, Black should have pushed at 36. However, that is just a minor transgression. The real problem was 37. Black was worried about a white placement at A and decided to reinforce with 37. However, when it was pointed out after the game how he could have saved his group, he exclaimed he had been a fool and that 37 was the losing move.

If Black had exchanged 67 for 68 instead, then jumped to B, he would have a narrow but sure lead.



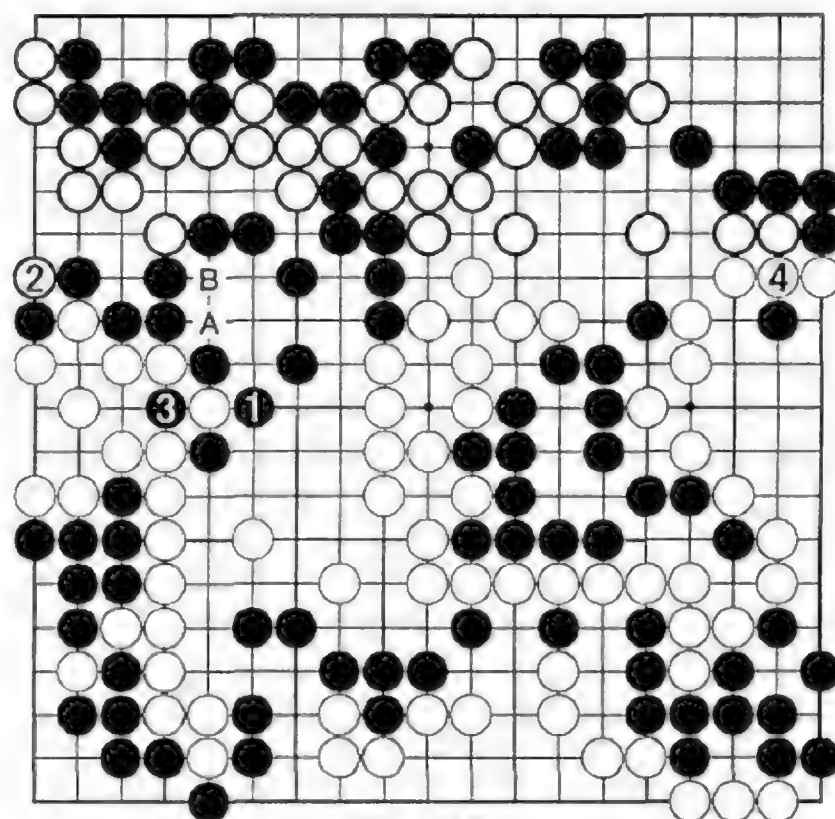
Dia. 14

Instead of 62, attaching with 1 in *Dia. 14* is a famous tesuji. Black can't stop White from connecting underneath with 2, as the sequence to 7 shows. However, White will end in gote if Black follows *Dia. 15*. After Black 2, White has no choice but to connect underneath with 3 and 5, but Black then takes the lead with 6.



Dia. 15

As it is more urgent to play at 64 and 66, White 62 is correct. After these moves, the game is close, but White is definitely leading.



Dia. 16

Figure 7 (184–283). The last point of interest

The extensive ko on the left and the ko threats involved are the last points of interest. During the ko, O Rissei made a ko threat at 99, but Yamashita ignored it and wedged in at 100, making territory where it seemed no territory could be made. This enabled him to increase his lead. What would have happened if Black had ataried at 104? If Black had resisted with 1 in *Dia. 16*, White would finish the ko in sente. Black has to answer at 3 — otherwise, White A—Black 3—White B — allowing White to answer Black's ko threat as well with 4.

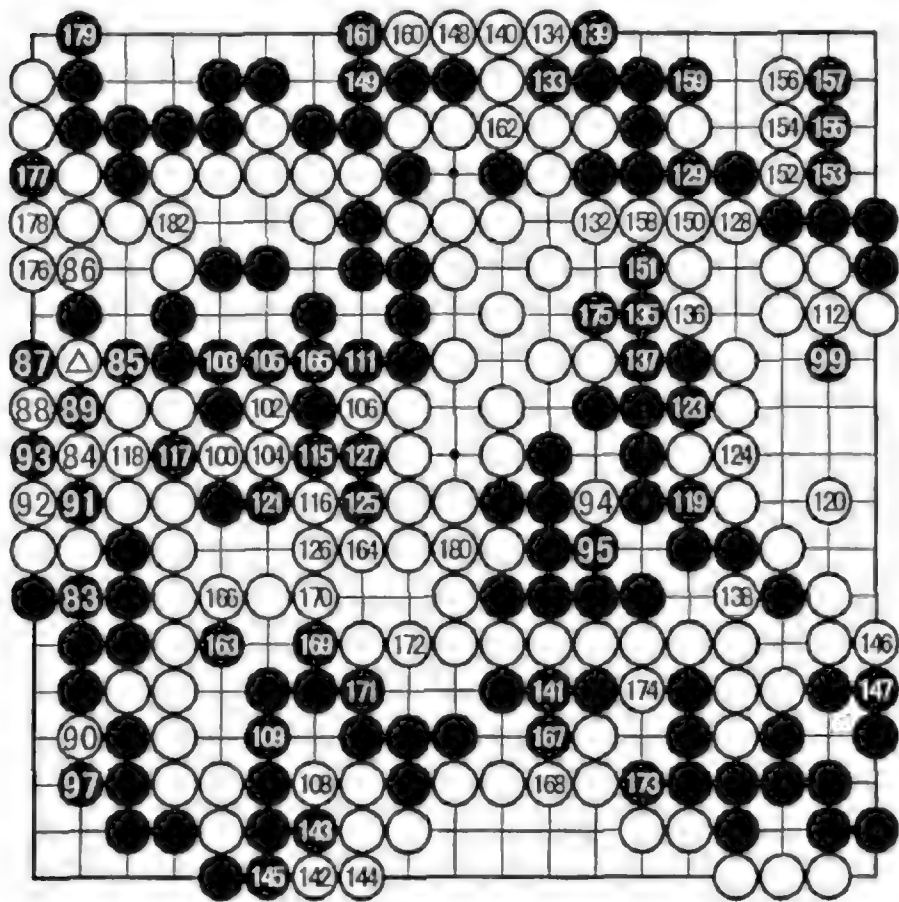


Figure 7 (184–283)

96:88; 98: at the marked stone; 101: at 89;
107: at 93; 110: at 88; 113: at 93

White wins by 6½ points.

Game Two

White: O Rissei Kisei

Black: Yamashita Keigo 7-dan

Komi: 5½ points; time: 8 hours each.

Played on 29 & 30 January 2003.

The commentary below is extracted from a number of sources, including Ishida Yoshio 9-dan, Kobayashi Satoru 9-dan, Michael Redmond 9-dan, and reinterpreted and compiled by Rob van Zeijst.

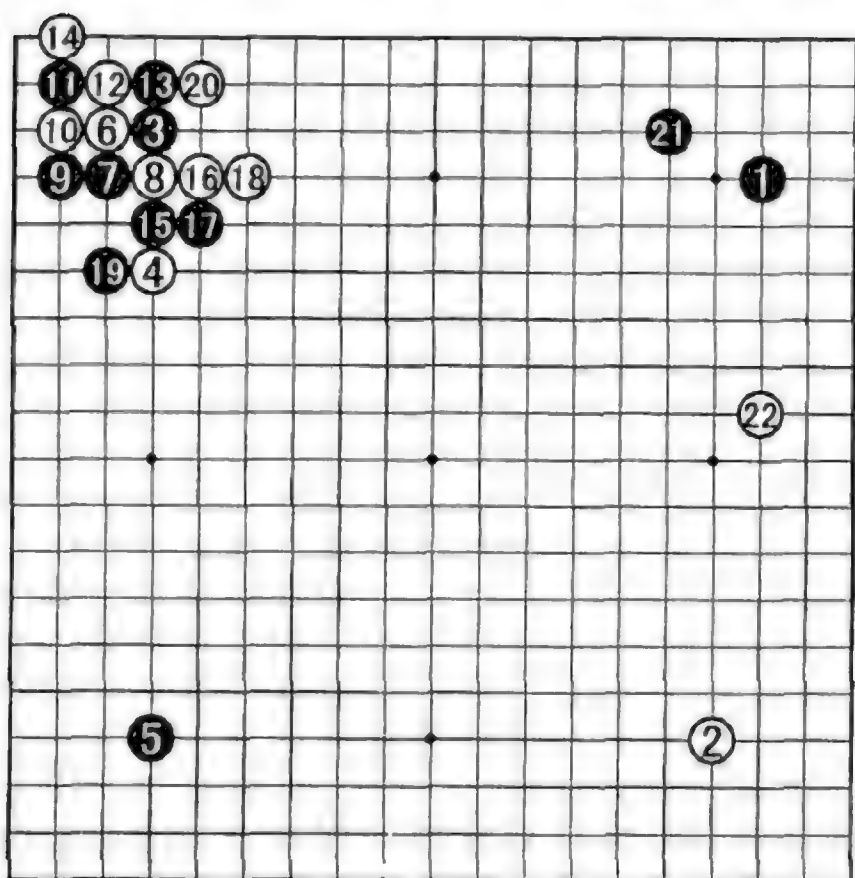


Figure 1 (1-22)

The first game of an important title match is usually held abroad, and there is a great deal of commotion surrounding the event, causing much distraction for the players. It is hard, therefore, to predict what will happen. Those in the know consider the second game more important. In the first game, Yamashita had a hair-do that literally stood on end — it seemed to be an indication of his fighting spirit. During that game he was constantly stroking back his hair. In this game though, his hair-style returned to normal.

Figure 1 (1–22). *A local advantage, but unsatisfactory overall*

White 4 is O Rissei's favorite move when a ladder is blocked with a stone at 2. He had reportedly tried this move for the 18th time in an official game. However, Black resists attempts by White to choose complicated variations and plays a simple one that is slightly inferior locally. Even taking into account the extra stone he has spent (nine versus eight stones), it is usually regarded as better for White. However, in this case, Black's thickness extending along the left side is backed up by 5 while he uses his sente to play 21, making a corner enclosure while largely nullifying any gains White may get from his thickness by extending to 18 at the top. In this figure, White clearly picked a fight but Black successfully fended it off. With 21, Black takes the initiative and White is playing catch-up. This is definitely not a development to O's liking. For the moment, White 22 is the largest move.

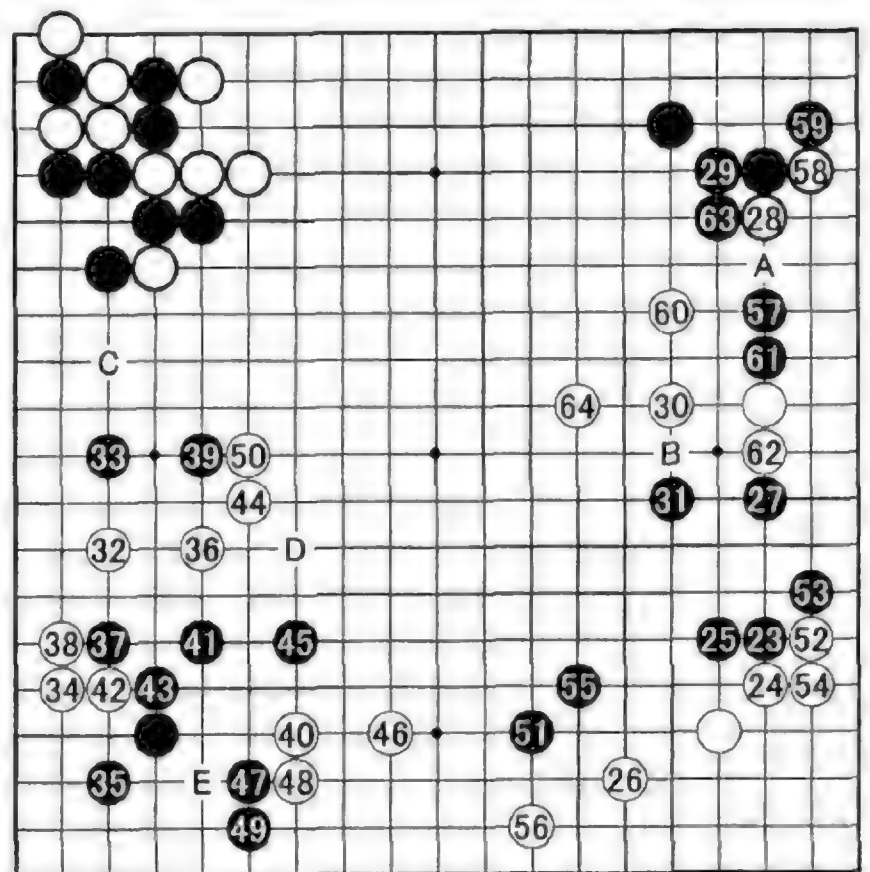
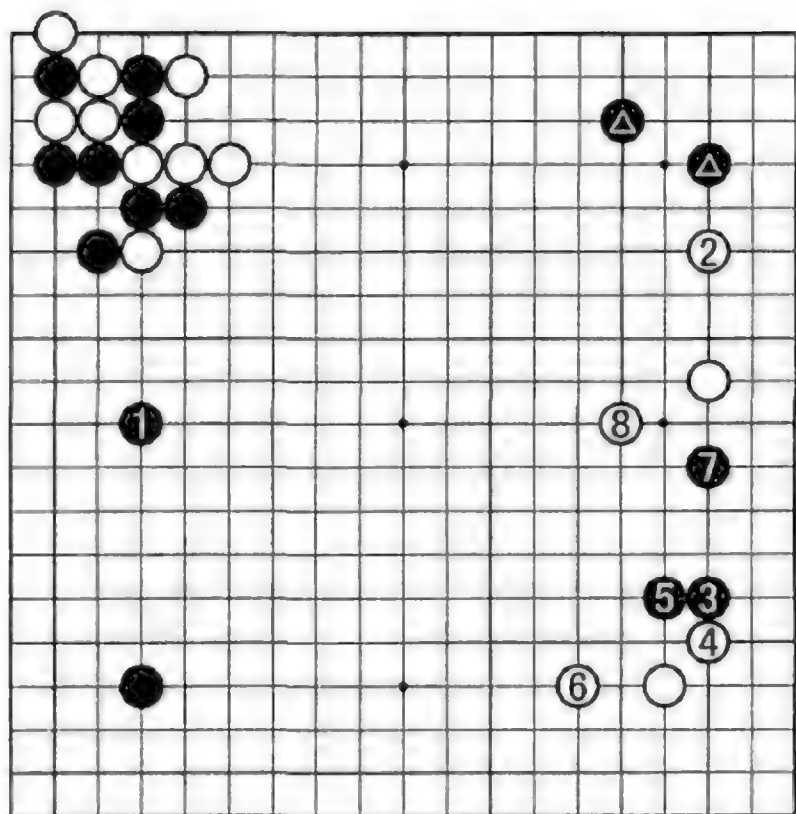


Figure 2 (23-64)

Figure 2 (23–64). *Breaking up right side first*

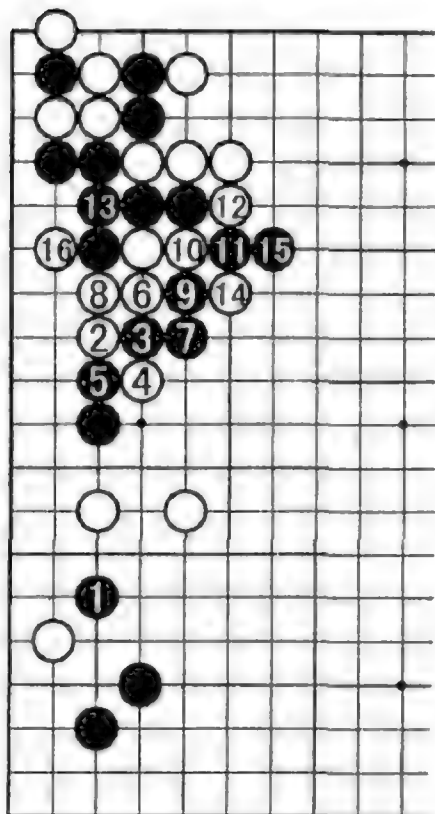
Black first wants to break up the right side be-

fore developing the left. Playing Black 1 in *Dia. 1* is possible too. However, if White extends to 2, it becomes much harder to invade the right side. If Black now plays at 3, the sequence through 8 will follow and Black's position will be cramped while White can take the initiative in this area.

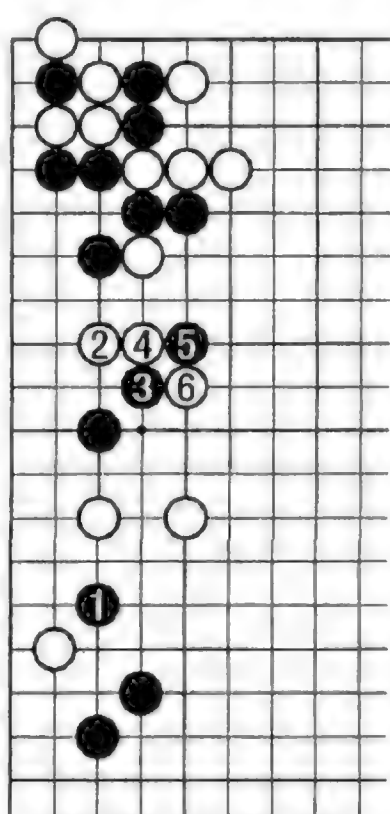


Dia. 1

After Black 23, the moves through 27 are normal, but White 28 is unusual. If White plays the standard move at A, Black will take the initiative with B (compare with *Dia. 1*). Playing 28, White's plan is to take sente and divide the left side. White is developing quickly in the sequence to 36, but 38 was met with criticism. Redmond advocated invading at C. Once White invades at 2 in *Dia. 2*, Black seems to be in trouble. After White cuts at 6, capturing the invaders outright looks impossible. There are many variations, but each time Black



Dia. 2



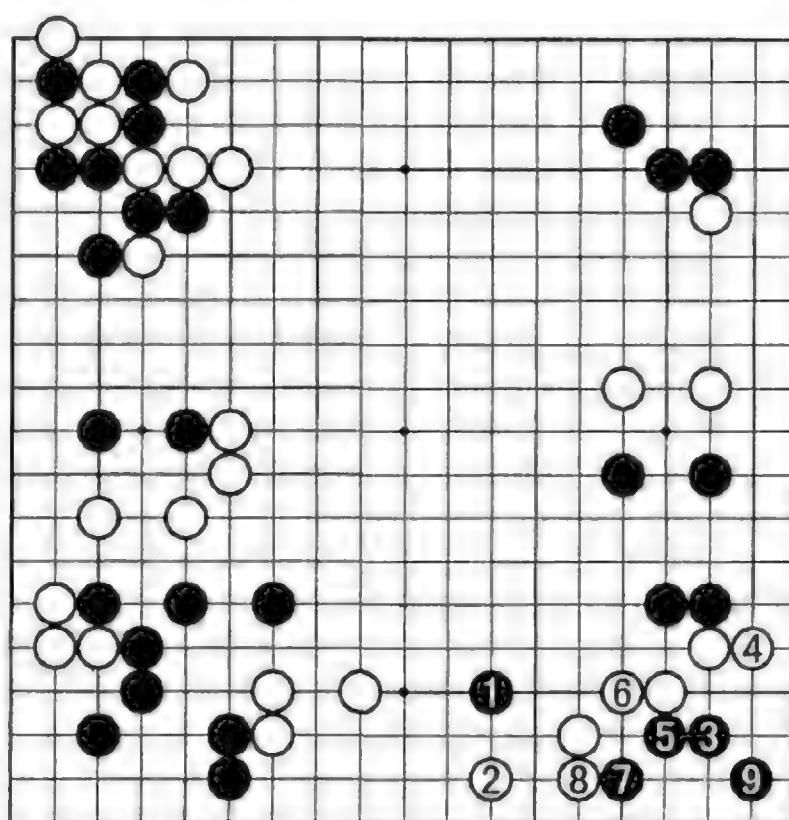
Dia. 3

seems to be the underdog. Even if Black offers a compromise with 3 in *Dia. 3*, White will answer aggressively with 4 and 6. Again, Black will suffer in the ensuing fight.

Once Black plays at 39, White has lost his chance to invade, while his group is still weak. White 40 is an instructive move. It induces a black response at 41, which allows White to make a move at 44 more natural. Just running away with D is spineless. Black 45 is essential to keep himself from being sealed in.

Black 47 and 49 are also good moves to remember. First, these moves stabilize Black's corner while destabilizing White's stones to the right. Second, they make territory while taking it away from White, and, last but not least, they strengthen Black's stones, preparing for an attack. Compare a white move at E, which would have all the opposite effects.

Black 51 is the bonus that comes with Black 47 and 49. Again, note White's answer — he doesn't just try to link up his stones. He defends with 52 and 54 while threatening an attack on Black's stones and scoring many points in the corner. If White plays at 2 (as he does later in the game) in *Dia. 4*, Black can invade at 3 any time he chooses. The invading stone can't be killed, as the moves through 9 show.



Dia. 4

After White defends the corner, Black forces the exchange of 55 for 56, then goes for his real target, invading at 57. White has little choice but to play defensively up to 64. With his next move, Black could have taken a definite lead, but he played a wishy-washy move.

Continued on page 50

The Kiseido Go Server (KGS)

Over the last three years, the Kiseido Go Server has established itself as one of the most popular go servers on the Internet. The reason for its phenomenal growth is the wide set of powerful features, combined with an easy-to-use graphical interface. Its primary features include:

- An attractive interface with a board and 3-D-styled stones.
- The client can easily be translated into multiple languages. So far, it is available in 14 different languages. All messages are moved in Unicode, the international text standard, so players can talk in any language they like, even if the client isn't yet available in that language.
- The best teaching and game-review system in any go server. Players can easily try out variations, add marks and comments to the game, and compare positions, all in a cooperative lesson manner. The teacher can choose who is able to change the board and even who is able to watch the lesson and who is able to comment on the lesson!
- An advanced rating system using a maximum-likelihood statistical model. Ratings are updated and refined constantly.
- All games played in the past 6 months are stored in the server, ready for easy review.
- All games ever played on the server are available for easy download on the web archives.
- Players can take a game saved on their disk, no matter where it came from, and upload it to the server to share it and review it with other people.
- The server can act as a tournament director in automatic tournaments. During automatic tournaments, web pages are set up that are instantly updated with the latest results of the tournaments. Tournaments can be sponsored; if they are, the sponsor's logo appears above each game in the tournament. Clicking on the logo lets viewers see the sponsor's home web page.
- Players can upload pictures of themselves to make the server more friendly. These pictures appear alongside the board as the players play.
- Rengo (pair-go) games can be played.
- Simultaneous games, where a teacher plays

in many games at once, can be set up. The teacher gets a convenient system of buttons to easily flip between the different games that they are playing.

Many other capabilities exist. More are being added all the time! The next capability, being tested right now, is the ability to play on KGS from a cell phone.

User Base and Population

The KGS user base is large and growing all the time. As of May 1, 2003, there were 20,742 registered users. When a user sets up a permanent account, that account will disappear if it is unused for 6 months, so the user count is fairly accurate. The user base can be broken down by the language used by the players, as shown in *Table 1*.

Language	Users
English	9,858
Japanese	3,756
French	2,674
German	1,799
Swedish	445
Spanish	426
Italian	342
Chinese	304
Portugese	279
Polish	229
Korean	193
Turkish	126
Hungarian	105
Russian	93
Romanian	81
Unknown	32
Total	20,742

*Table 1: KGS Users by Language
Data as of May 2, 2003*

This table has some surprises. France is not generally known as a country with a large go-playing population, but it is the third biggest population on KGS. In fact, there are more French users on KGS than in the official French go organization! This is probably due to the very early and very well done French translation of the client. The small number of Korean players can also be explained — there are several good go servers based in Korea. This, combined with the total lack of ad-

vertising done by KGS in Korea, can explain why so few Korean users play here.

It is also worth noting that this chart doesn't truly show the preferred language of the KGS players, only the version of the client that they use. For example, there are many Dutch players on KGS, but there is no Dutch translation available so they are all using a different language (probably English, because that is the default language when the client can't find a match to the player's preference).

KGS Game Counts			
Date	Games	Games/Day	% Growth
Jan-2000	1	0.03	-
Feb-2000	3	0.10	220.69%
Mar-2000	14	0.45	336.56%
Apr-2000	155	5.17	1044.05%
May-2000	850	27.4	430.70%
Jun-2000	591	19.7	-28.15%
Jul-2000	862	27.8	41.15%
Aug-2000	597	19.3	-30.74%
Sept-2000	1,358	45.3	135.05%
Oct-2000	2,810	90.6	100.25%
Nov-2000	3,806	127	39.96%
Dec-2000	4,693	151	19.33%
Jan-2001	6,136	198	30.75%
Feb-2001	7,287	260	31.48%
Mar-2001	8,452	273	4.76%
Apr-2001	8,466	282	3.50%
May-2001	9,249	298	5.72%
Jun-2001	12,244	408	36.79%
Jul-2001	13,218	426	4.47%
Aug-2001	12,775	412	-3.35%
Sept-2001	15,041	501	21.66%
Oct-2001	16,730	540	7.64%
Nov-2001	18,782	626	16.01%
Dec-2001	20,786	671	7.10%
Jan-2002	23,926	772	15.11%
Feb-2002	27,982	999	29.48%
Mar-2002	35,847	1,156	15.71%
Apr-2002	38,094	1,270	9.81%
May-2002	43,585	1,406	10.72%
Jun-2002	44,602	1,487	5.74%
Jul-2002	51,598	1,664	11.95%
Aug-2002	61,178	1,973	18.57%
Sept-2002	62,985	2,100	6.39%
Oct-2002	69,186	2,232	6.30%
Nov-2002	70,662	2,355	5.54%
Dec-2002	80,154	2,586	9.77%
Jan-2003	94,691	3,055	18.14%
Feb-2003	90,498	3,232	5.81%
Mar-2003	100,750	3,250	6.40%
Apr-2003	109,947	3,665	12.77%
Total	1,170,573		

As of May 1, 2003

Table 2: Games per Month

In addition to the total number of users on KGS, the number of users who log in each day can be measured. For the week from Dec. 11 through Dec. 18, 2002, there were on average 5,912 logins each day! By eliminating cases where people logged in from the same computer several times or cases where the same account was used several times in a single day, it seems that approximately 2,500 different people are using KGS every day.

Game Activity

Because all games ever played on KGS are saved in the archives, it is easy to see how many games are played each month. Table 2 gives the data for KGS ever since it was founded in January 2000. From this table, it can clearly be seen that KGS has been growing rapidly ever since it was founded. It was publicly announced in April 2000, so, in under three years of operation, it has gone from a completely new go server to one with over 20,000 users and where over 3,000 games are played every single day!

Business Model

KGS has been doing very well so far with its business model. We never request money from the users, and all the cost of running the server is provided by Kiseido Publishing Company.

However, KGS is growing so large that the cost of its network and system requirements are increasing. One thing that we will not compromise is free access to KGS — the main goal of KGS is not to make money, but to provide a fun place to play and learn about go. Even a small fee for KGS users would keep casual or curious people from coming in to try it out, so while this might generate some income, it would make KGS less effective at its main goal. So how do we keep KGS alive without charging users to come and play? We have two ideas, which are tournaments and sponsorship.

Tournaments

KGS has an automated tournament system that is a lot of fun to use, but takes a fair amount of work for the person running the tournament. The last big tournament was in January 2002, when KGS was less than one third the size it is now, and that tournament drew in 117 players. One idea was to make the automated tournament system easier to operate, then have monthly tournaments, and charge an 'annual subscription' that lets a player enter any tournament. A subscription rate of \$15 per year seems a good bal-

ance: it is low enough that most players who enjoy tournaments wouldn't mind paying it, but high enough to provide a significant amount of money if even 1% of the KGS users were to sign up. The work to run these monthly tournaments and to collect the annual subscription fee is in progress now, but, because of the limited time available for programming on KGS, at the moment, no date can be predicted for when the tournaments will be ready.

Sponsorship Opportunities

The main commercial aspect of KGS at this time is a single ad banner that players see when they log in, advertising Kiseido's go books and go equipment. In addition, there was a tournament sponsored by the Softbrain company that used the tournament game sponsorship logo system. This could be extended if other sponsors were interested in helping KGS. If a company were willing to sponsor KGS, we could do the following:

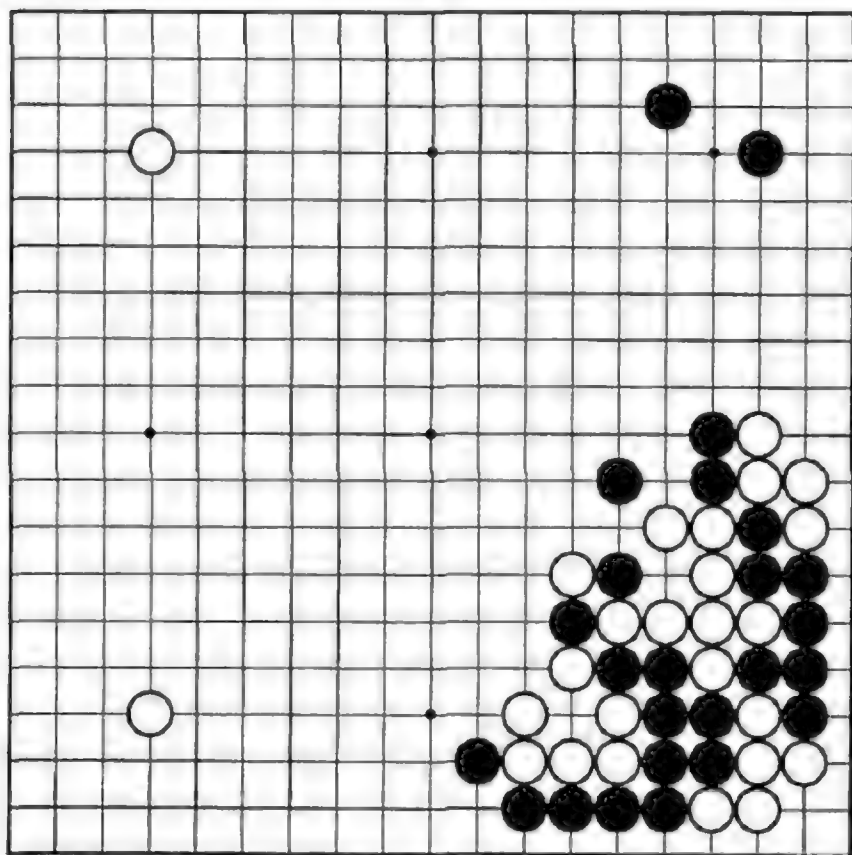
- Provide ad banners for the sponsor. The ad banner can be replaced on a per-language basis; for example, if a sponsor wanted to reach Japanese players, the sponsor's ad banner could be shown only to Japanese players. In addition, several different ad banners could be installed, so each time a player logs in they see a different banner. Tournaments would be a great way to get the attention of KGS players. If a company is willing to sponsor a tournament, we will mail out an announcement of the tournament to all players; information about the company can be attached to the announcement. In addition, anybody who watches the tournament will see the company's logo and will be able to click on this logo to see the company's web page.

Report by William Shubert. William Shubert is the programmer who created KGS and is constantly updating and improving it.

Cho Chikun's Brilliant Tesujis

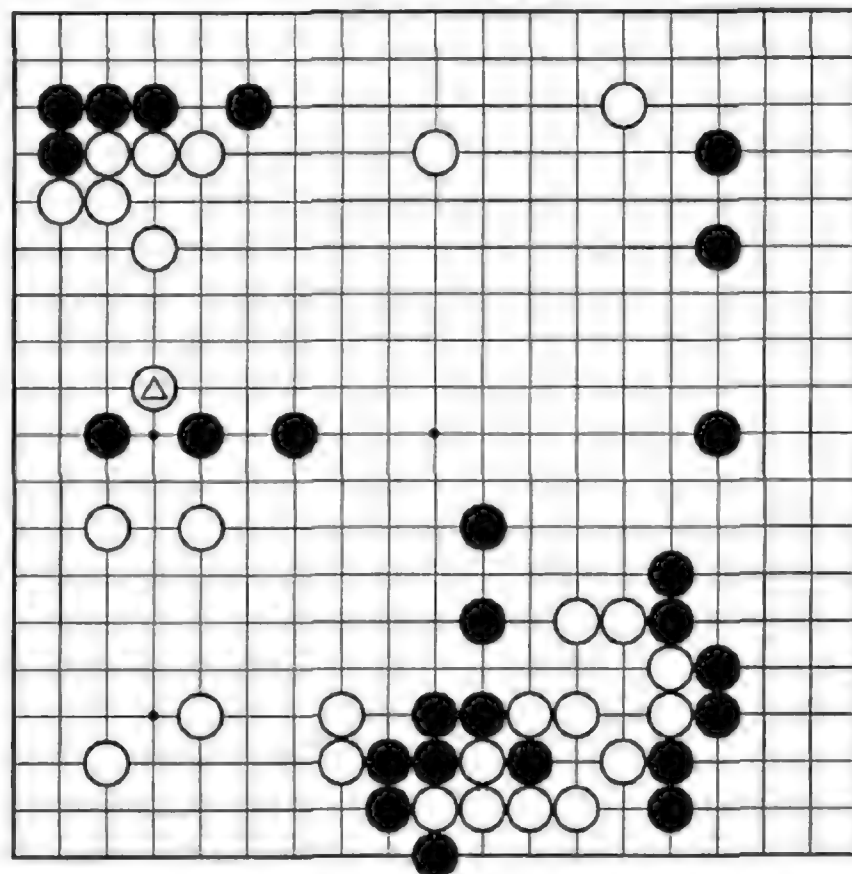
Cho Chikun needs no introduction to regular readers of *Go World*, which has chronicled his rise to the top echelon of the go world since 1977. He has won more Japanese titles (66) than any other player and for years has monopolized the top three Japanese titles — Kisei, Meijin, and Honinbo. Needless to say, his games are replete with brilliant tesujis. In this installment we present six examples. Answers start on page 46.

Position 1. Black to Play



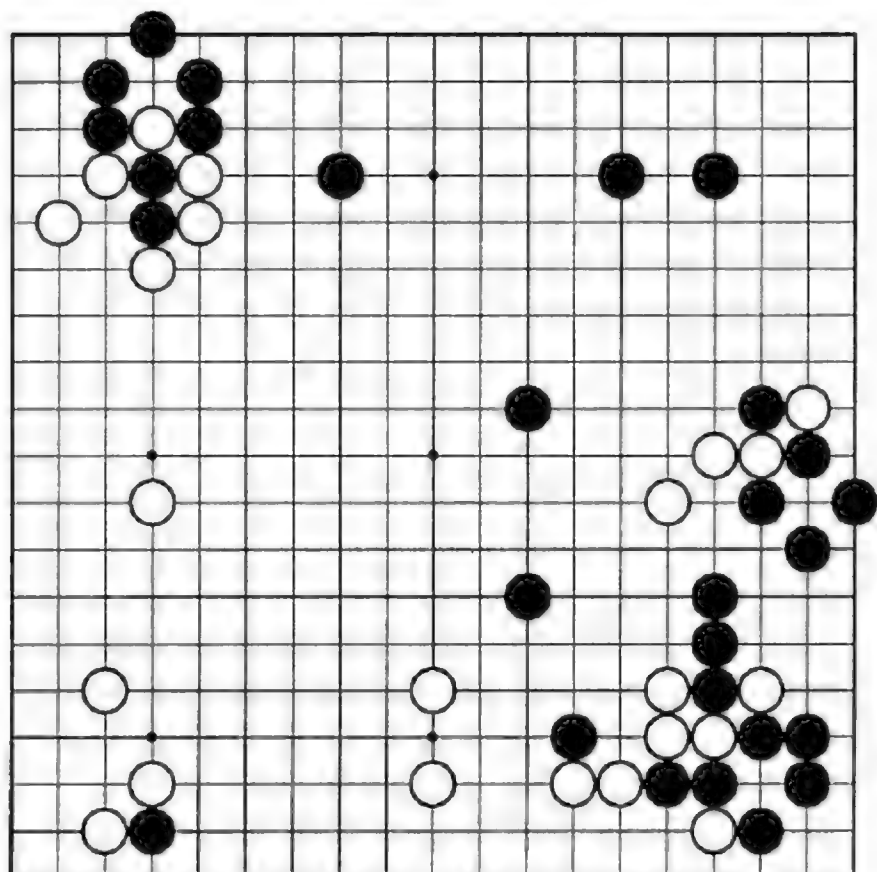
This position arose in the 1991 Judan title match. Takemiya, who held the title, was playing white. At first glance it seems as if Black's position in the lower right has collapsed, but Cho found a startling tesuji that turned the game to his advantage. Where did he play?

Position 2. Black to Play



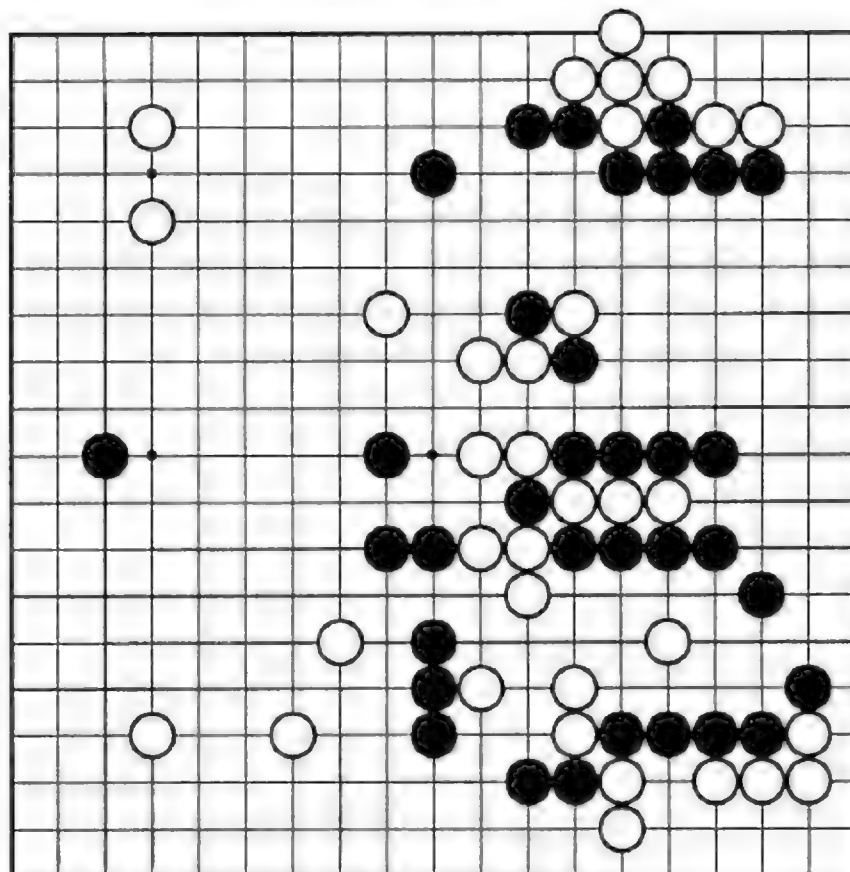
This game is taken from the 1975 *Igo Senshukun* title match. Cho (black and a 19-year-old 6-dan at the time) is playing Sakata Eio, the title holder. Sakata has just peeped with the marked stone. How did Cho answer?

Position 3. White to play



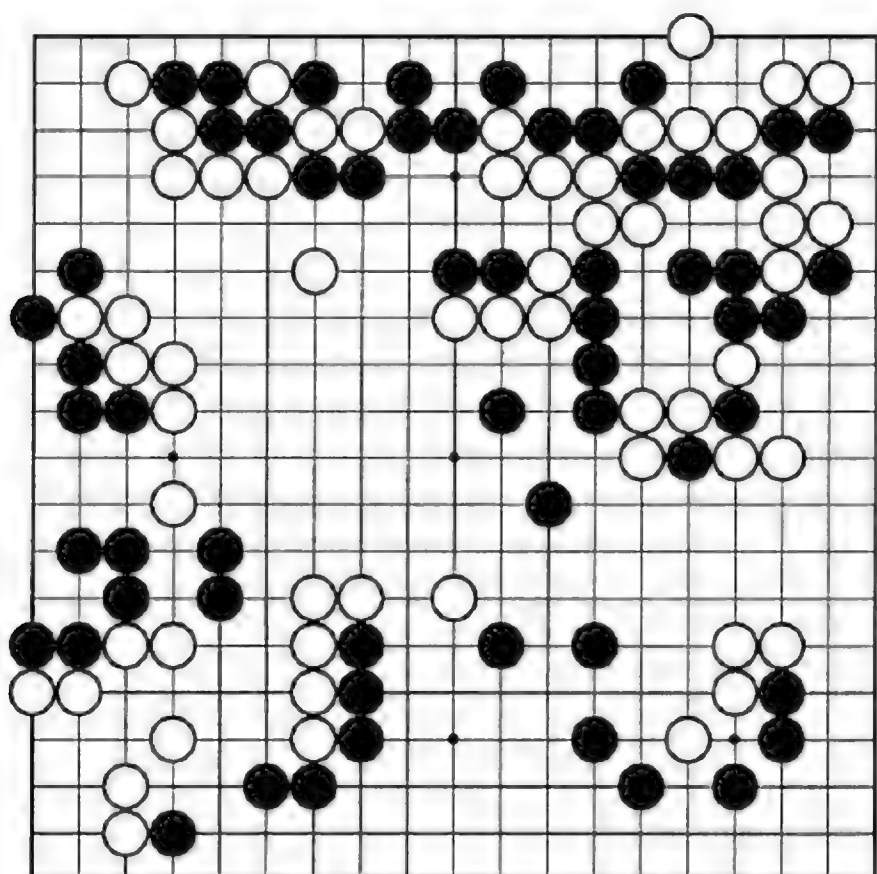
This is another game from 1975. Here Cho is playing white against Kato Masao (then 8-dan) in the Judan tournament. Black has surrounded the right side and the prospects of White's three stones there don't seem good. But Cho played a series of brilliant tesujis and made sabaki for his stones. How did he play?

Problem 4. White to play



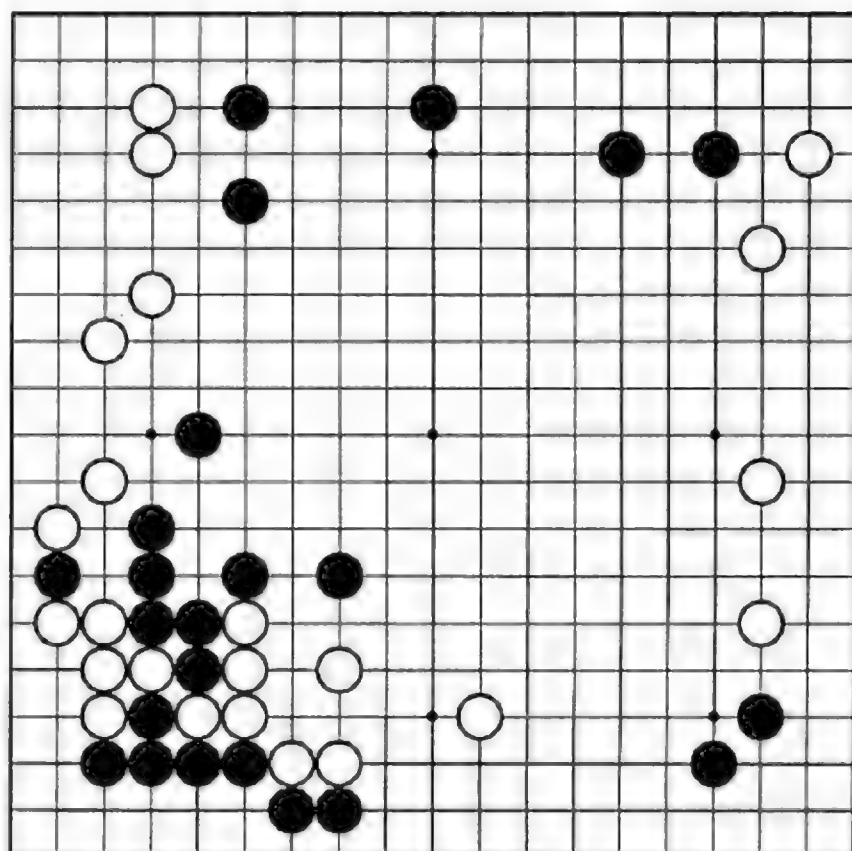
In this game, taken from the 1986 Gosei title match, Cho is challenging Otake Hideo for the title. Cho is not so concerned about Black's territory on the right because if he can make sabaki for his eyeless group in the center, Black will end up with only one large territory, leaving his stones there overconcentrated. How did Cho play?

Position 5. White to play



This position is taken from a game in the 1989 Meijin League. Cho's (white) opponent was Rin Kaiho. Black's territory at the bottom is getting rather big. How did Cho reduce it?

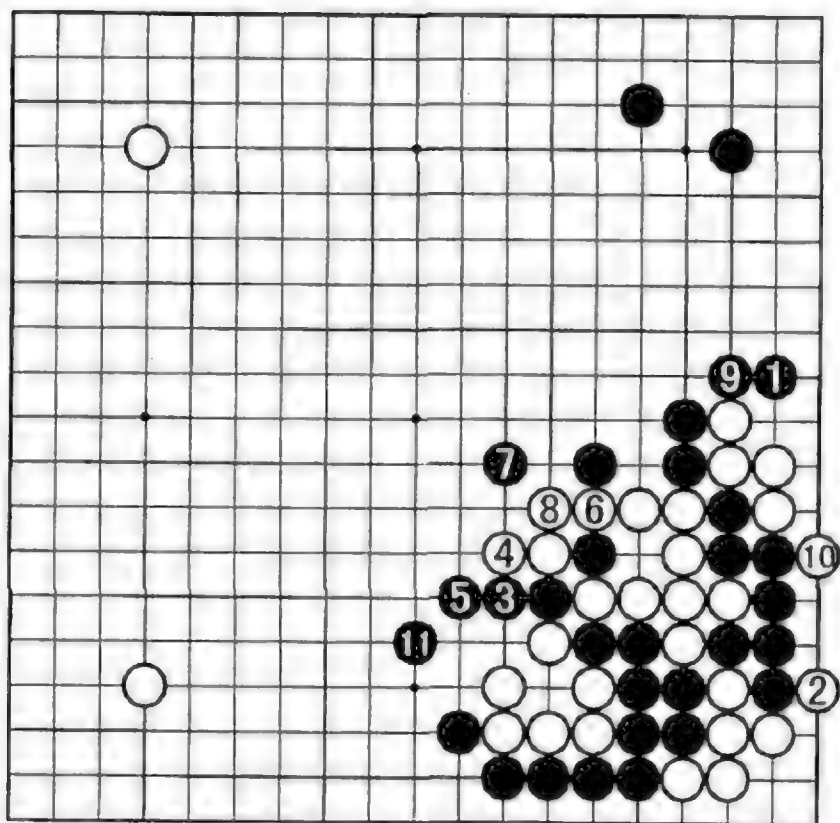
Problem 6. Black to play



This position is taken from the second game of the 1985 Meijin title match. Cho's opponent was Kobayashi Koichi (white). Black's stones in the lower left side are floating in the center without eyes. If White can attack them he can naturally destroy Black's territory at the top. How did Cho defend his stones?

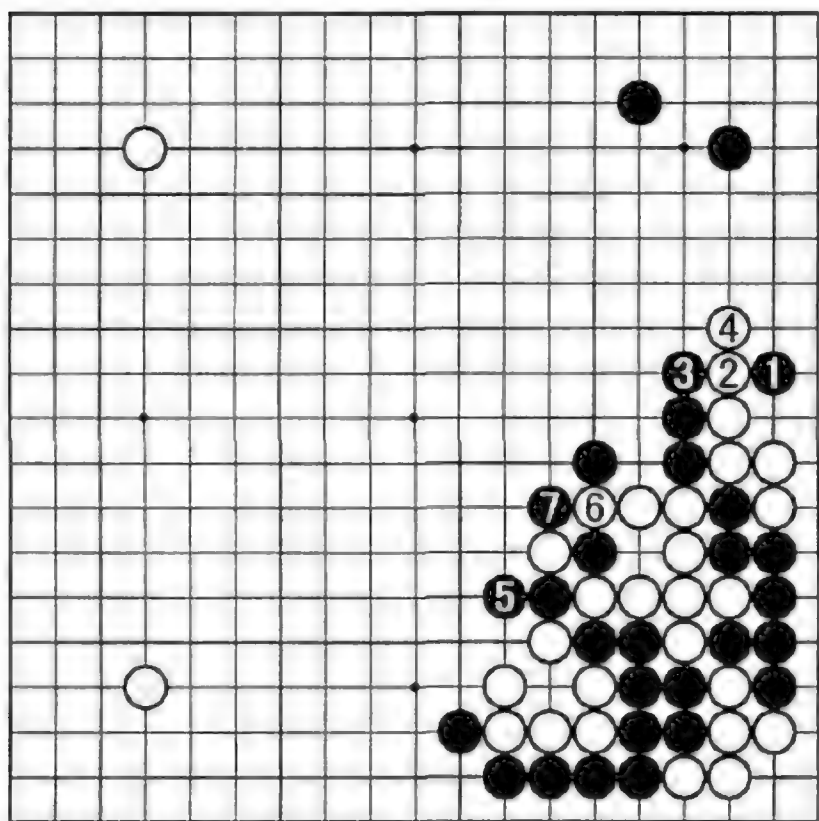
Cho Chikun's Brilliant Tesujis (Answers)

Problem 1



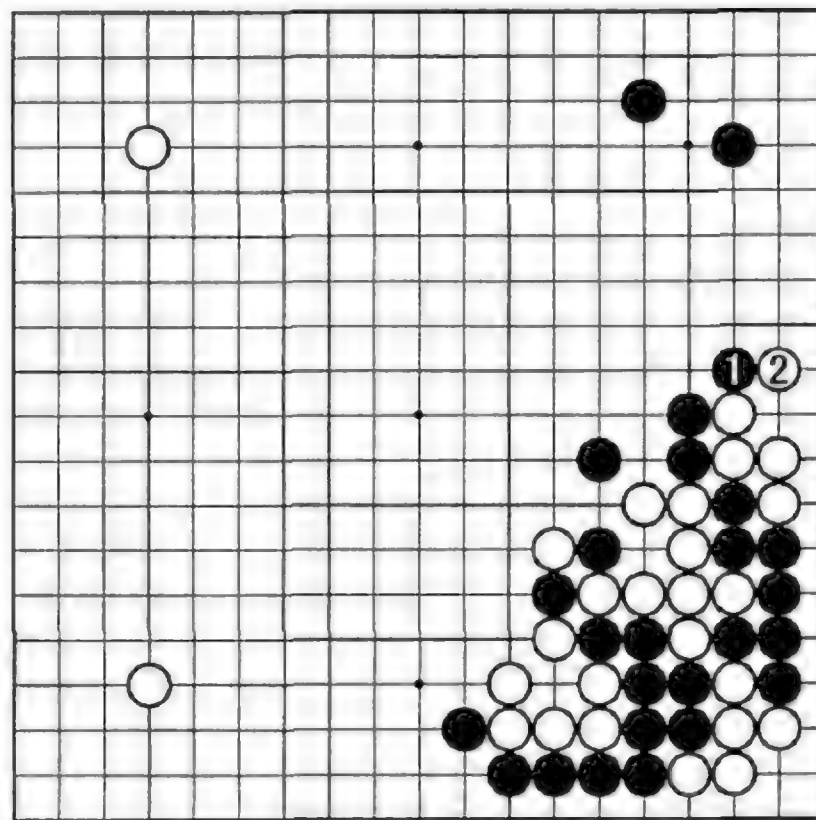
Dia. 1. How Cho played.

The placement of Black 1 in *Dia. 1* was an unexpected move. White has no choice but to go after the seven black stones with the hane of 2. Black now captures six white stones at the bottom with 3 and 5. White can only respond with 4 and 6. Black next peeps with 7 and White defends with 8. Next, Black blocks with 9, staking out a moyo on the right side. After White 10, Black eliminates the bad aji at the bottom with 11.



Dia. 2. White's failure

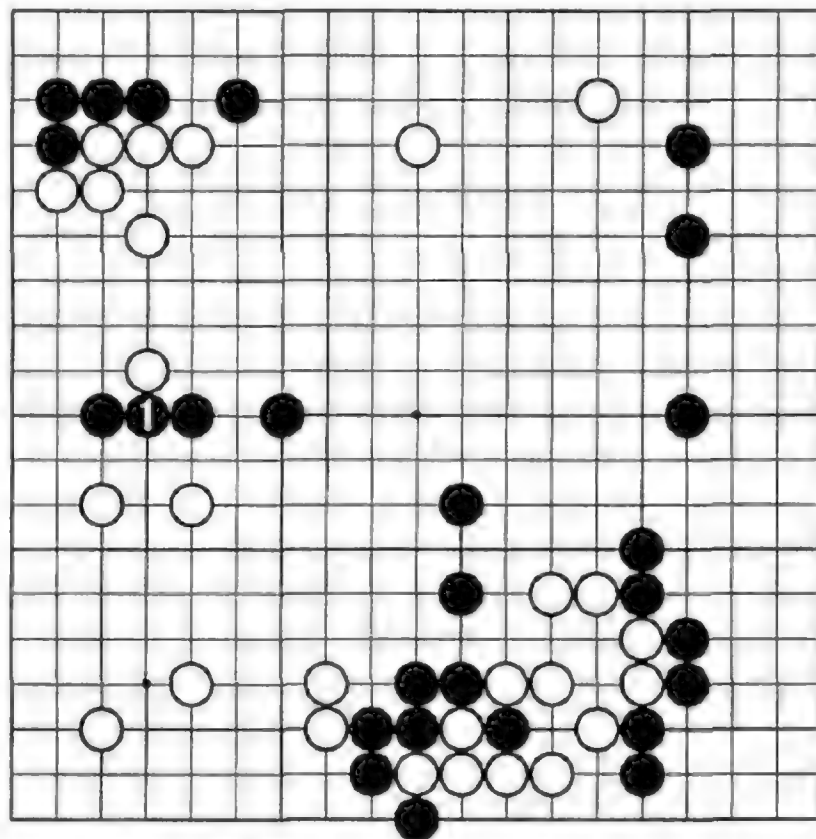
One might wonder why White couldn't answer Black 1 with 2 in *Dia. 2*. Black would force with 3, then extend to 5. If White 6, Black captures the white stones with 7.



Dia. 3. A dull move

Blocking with Black 1 in *Dia. 3* is a dull move. After White 2, Black has no good follow-up.

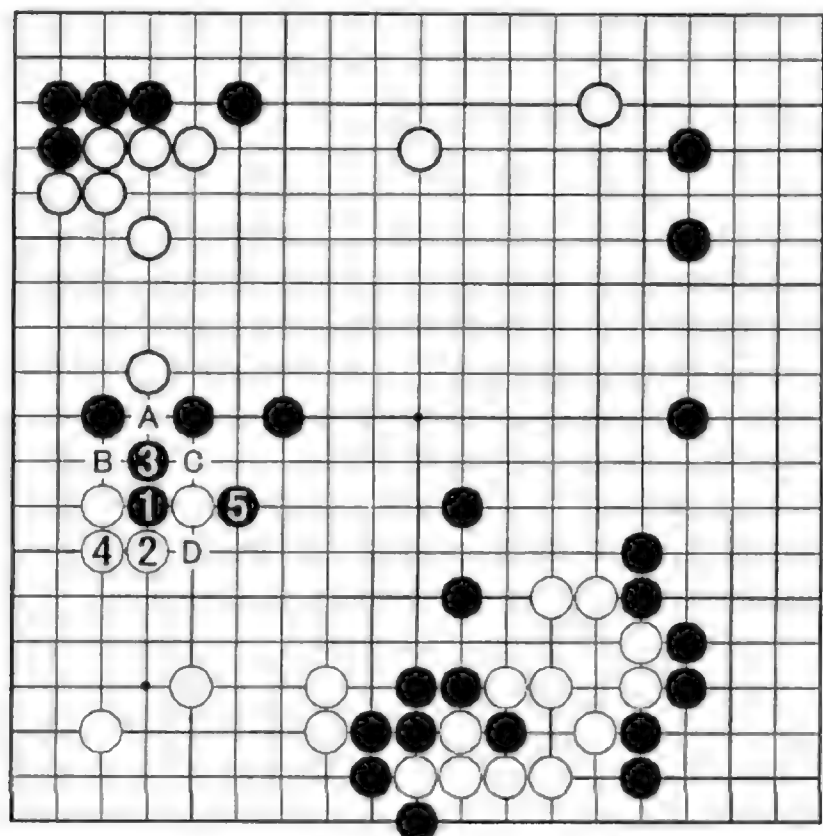
Problem 2



Dia. 1. The wrong way to respond.

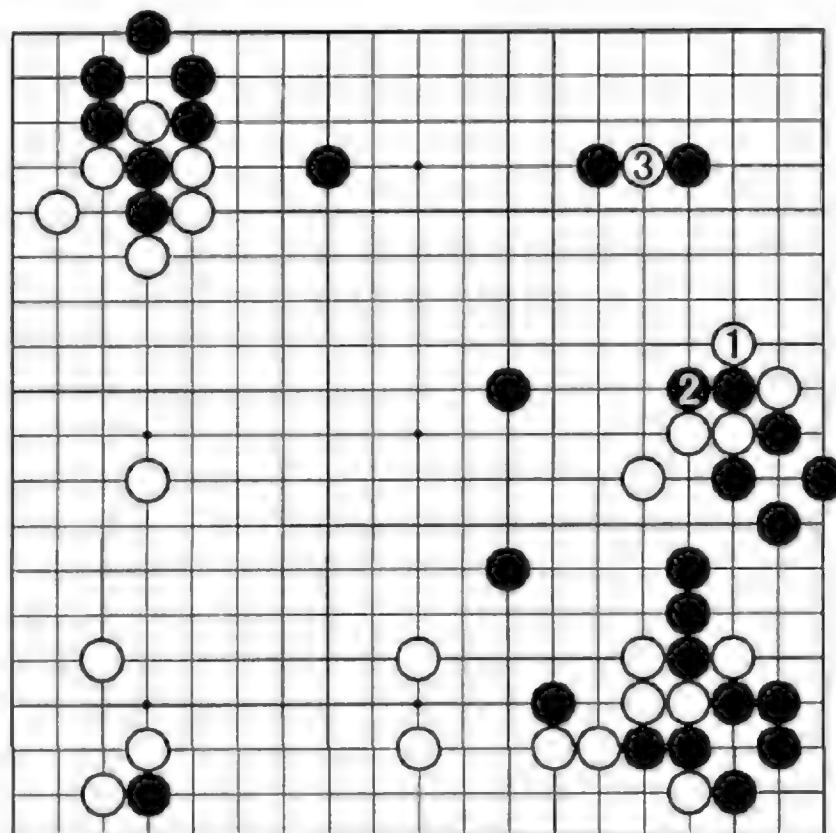
There is a proverb that says, 'Only a fool doesn't connect against a peep.' However, if Black followed this proverb and connected with 1 in *Dia. 1*, he would end in gote. His stones would also be heavy and could be attacked. Cho, great player that he is, never blindly follows the proverbs; he is always looking for the 100-percent move that will give him that slight edge needed to win.

Problem 3



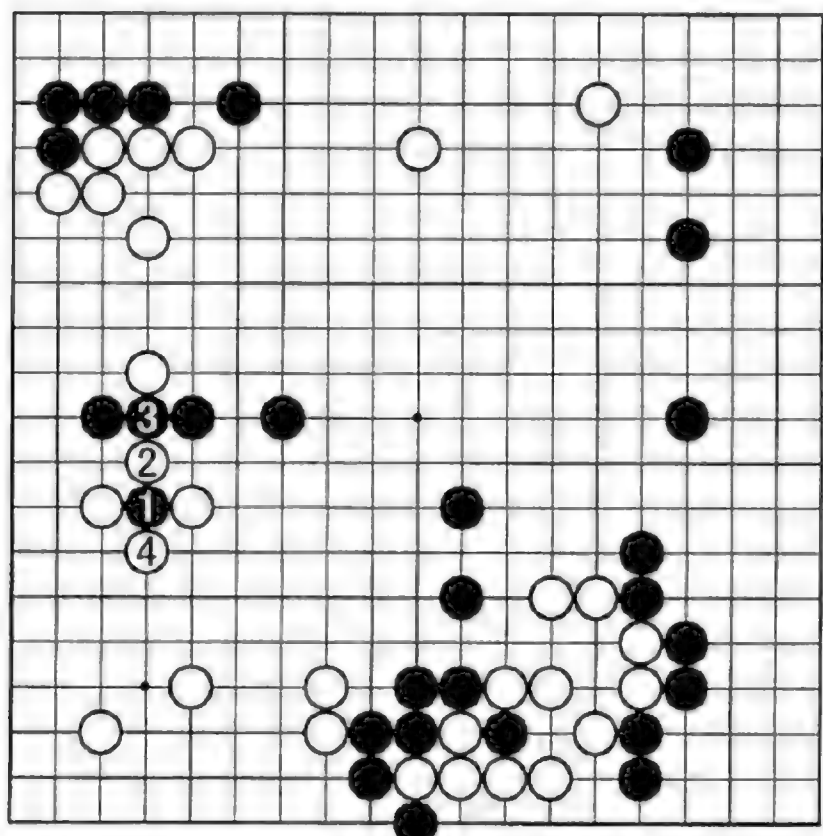
Dia. 2. How Cho played.

Cho answered White's peep by wedging in with Black 1 in *Dia. 2*. Sakata ataried with White 2, then connected with 4. Cho then clamped with 5, ending with good shape in the center. Notice that White A is no longer effective. Black will answer with B. White can't split Black's stones with C because Black will atari with D.



Dia. 1. How Cho played.

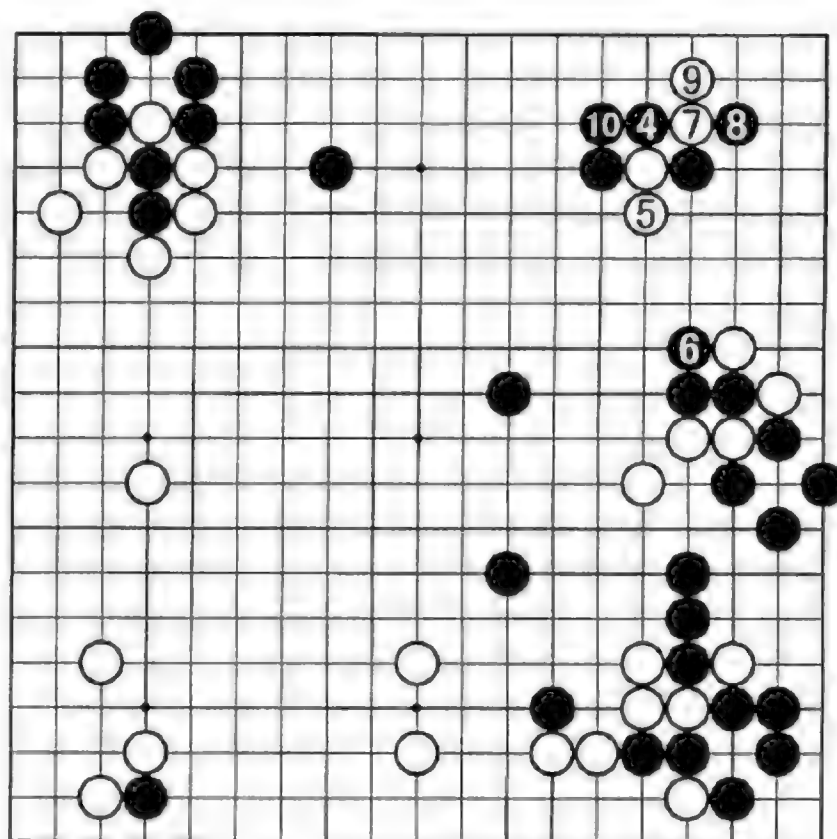
Cho first ataried with White 1 in *Dia. 1*. The ladder obviously doesn't work, so one might scratch his head wondering about the meaning of this move, but then Cho played an unexpected tesuji: he wedged in with 3.



Dia. 3. Black ends in sente.

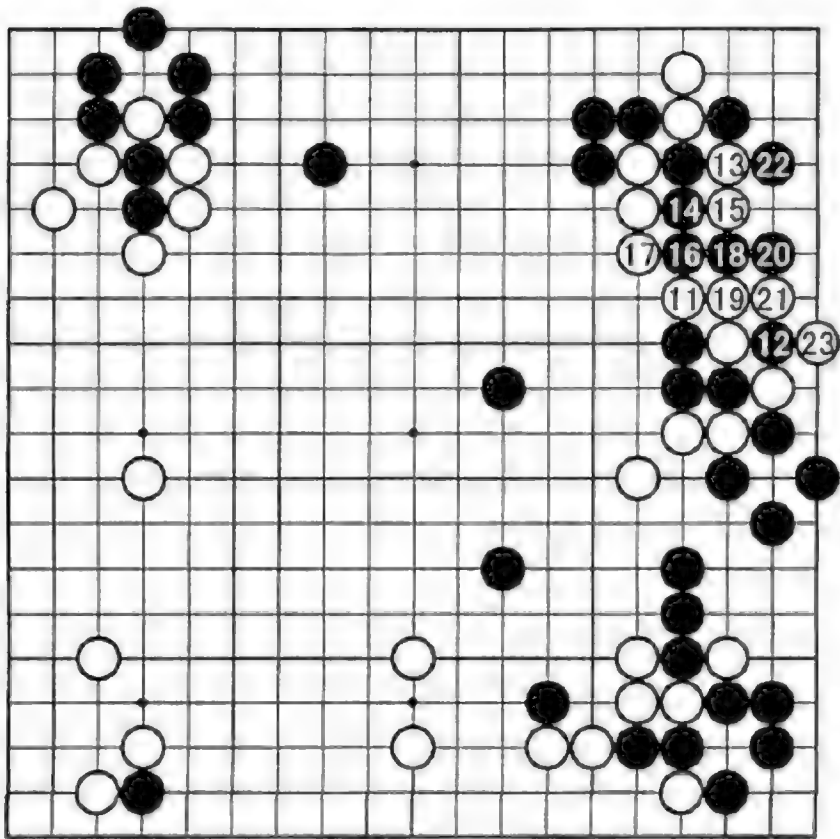
If White answers Black 1 with 2 in *Dia. 3*, Black will connect with 3. White has to capture with 4, but now Black ends in sente.

It might be pointed out that White has ended with a ponnuki. There is another proverb that says, 'A ponnuki is worth 30 points.' However, White cannot calculate the value of this ponnuki as being worth 30 points, since it is too close to his strong position below.



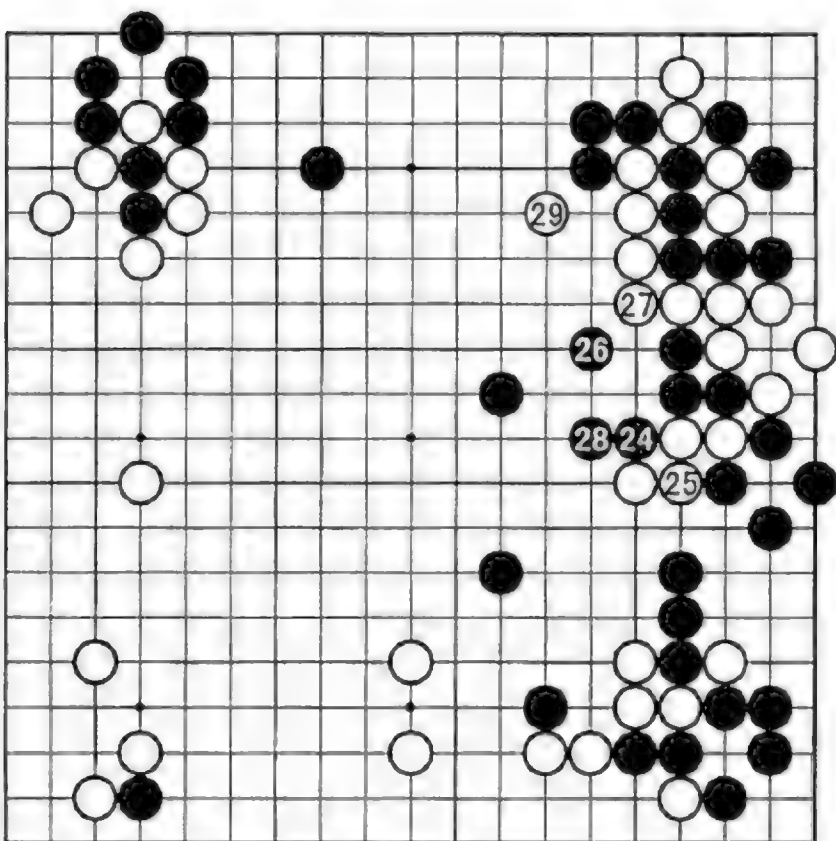
Dia. 2. Continuation 1

Black ataried from below with 4 in *Dia. 2* and White extended to 5. The ladder now favors White, so Black must turn at 6. White cuts with 7 and the moves to Black 10 are the natural flow. Next —



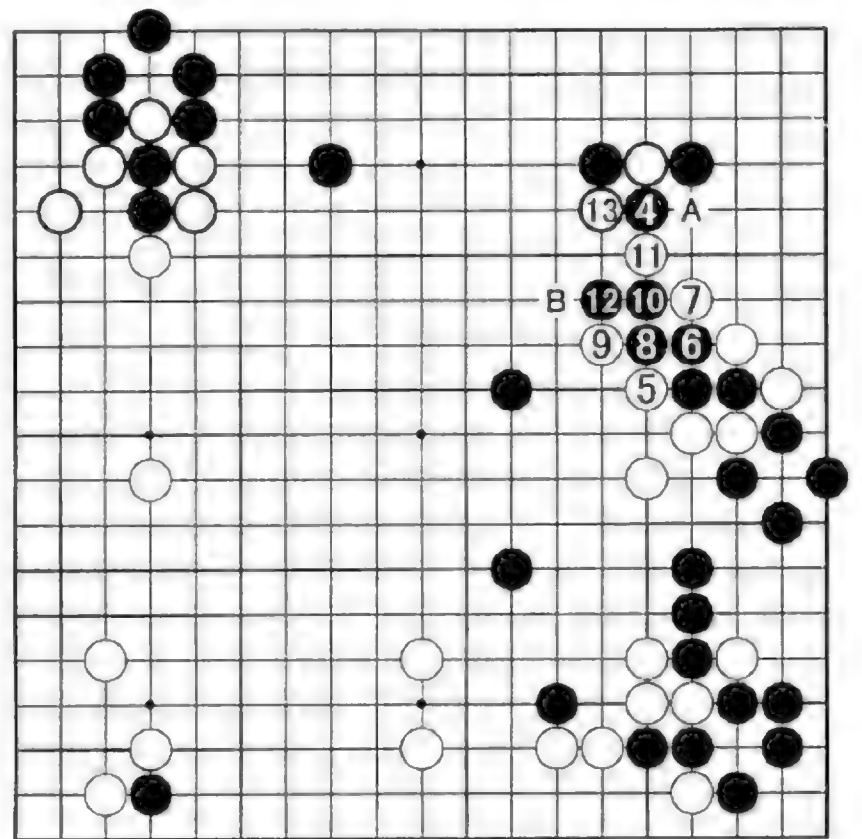
Dia. 3. Continuation 2

Cho hanes with White 11 in *Dia. 2*, persistently threatening the ladder, so Black ataries with 12. He now switches to the top and ataries with White 13 and 15, driving the black stones there into his stone at 11. He then continues his ataris with White 17 and 19, driving through Black's position on the right side. Black must defend the corner with 22 and Cho captures a stone with 23. Next —



Dia. 4. Continuation 3

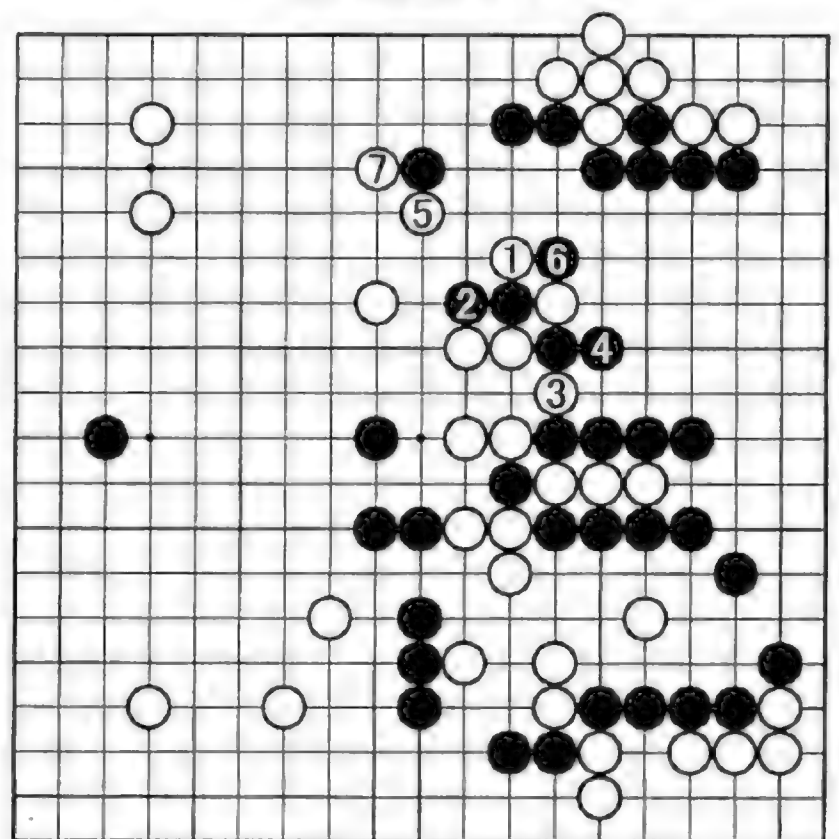
Black makes shape for his stones with the sequence to 28 in *Dia. 3* and Cho jumps to White 29. He has succeeded in making sabaki on the right side.



Dia. 5. Variation

Suppose Black ataried on top with 4 in *Dia. 4* instead of with 4 in *Dia. 2*. White would then continue to chase the black stones with the sequence to 11. After Black 12, White would atari with 13, leaving the points A and B as miai; that is, if Black connected at A, White would atari with B and capture six black stones. If Black B, White A.

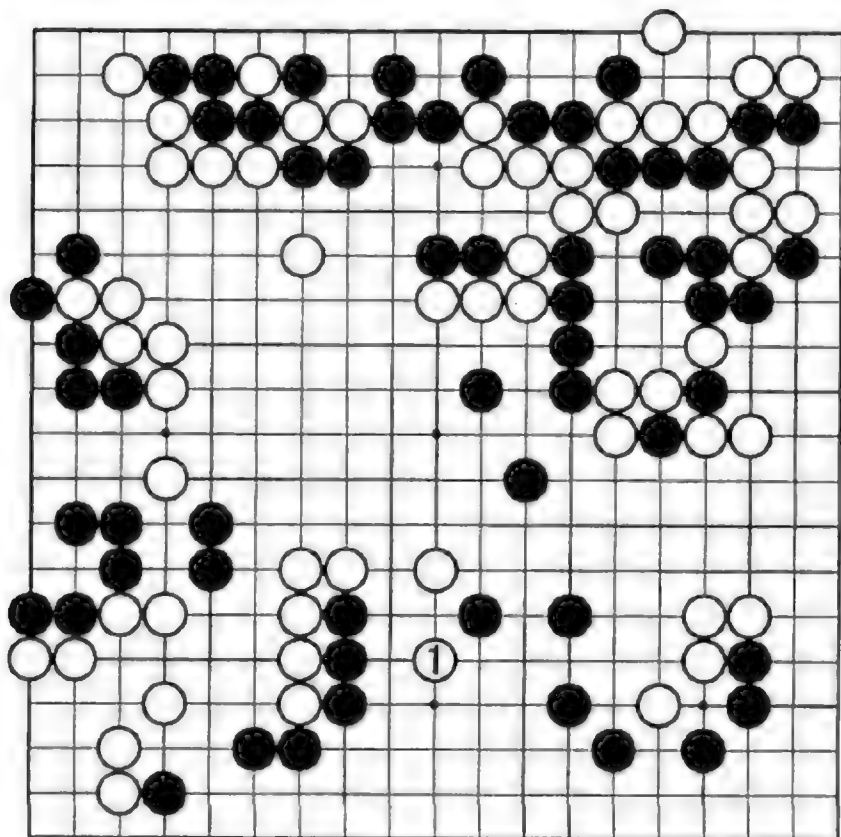
Problem 4



Dia. 1. How Cho played.

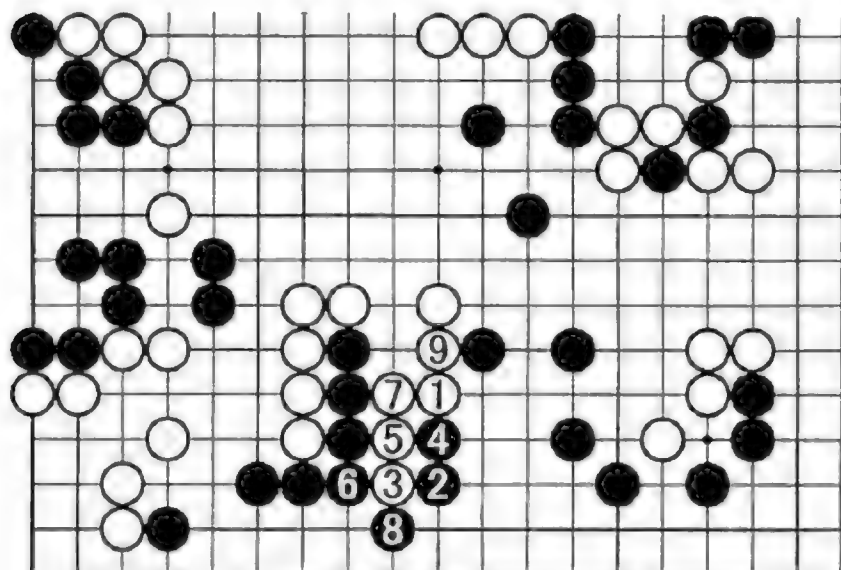
Even though the ladder is unfavorable for White, Cho ataries with White 1 in *Dia. 1*. Black escapes with 2 and White ataries again with 3, forcing Black to extend to 4. But now Cho attaches with White 5. If Black extends to 7, White will connect at 6 and Black can't save his two stones. Therefore, Black has no choice but to play 6, so White can block the expansion of the black stones at the top with 7. Black has certainly secured the territory on the right side, but it is overconcentrated and White has the advantage.

Problem 5



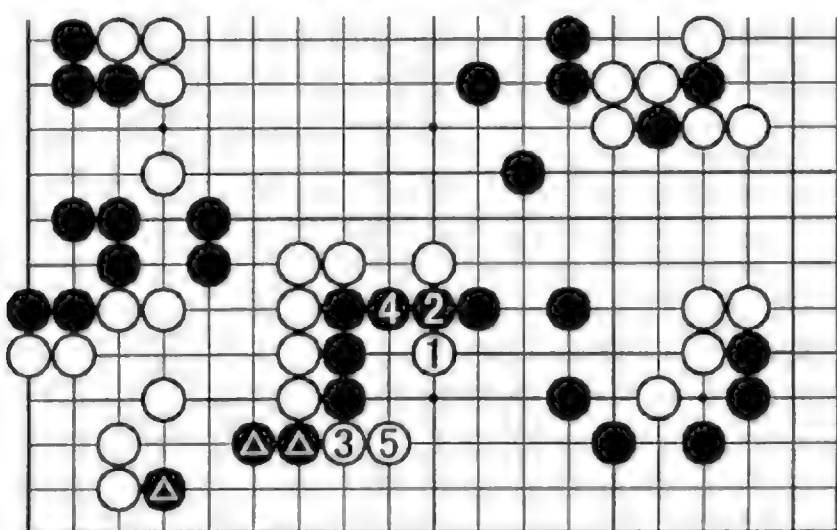
Dia. 1. How Cho played.

Cho jumped to White 1 in *Dia. 1*, playing in the middle of the three black stones. After this move, Black has to accept the fact that White will make a deep intrusion into his territory.



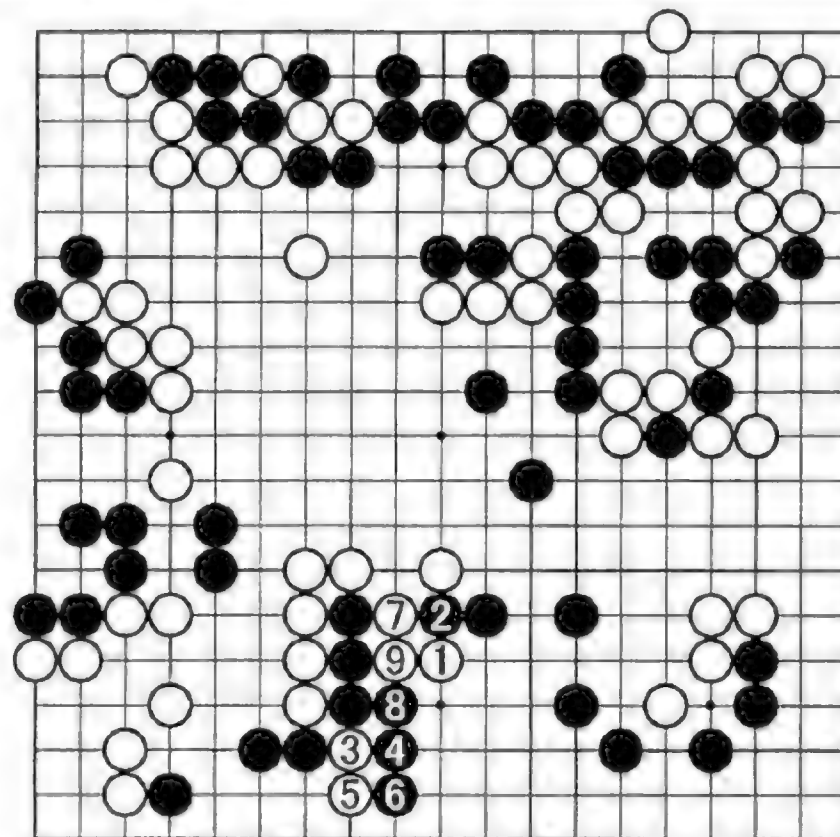
Dia. 2. Continuation 1

The best Black can do is to fall back to 2 in *Dia. 2*, but, after the sequence to 9, Black's territory at the bottom has been drastically reduced.



Dia. 3. Continuation 2

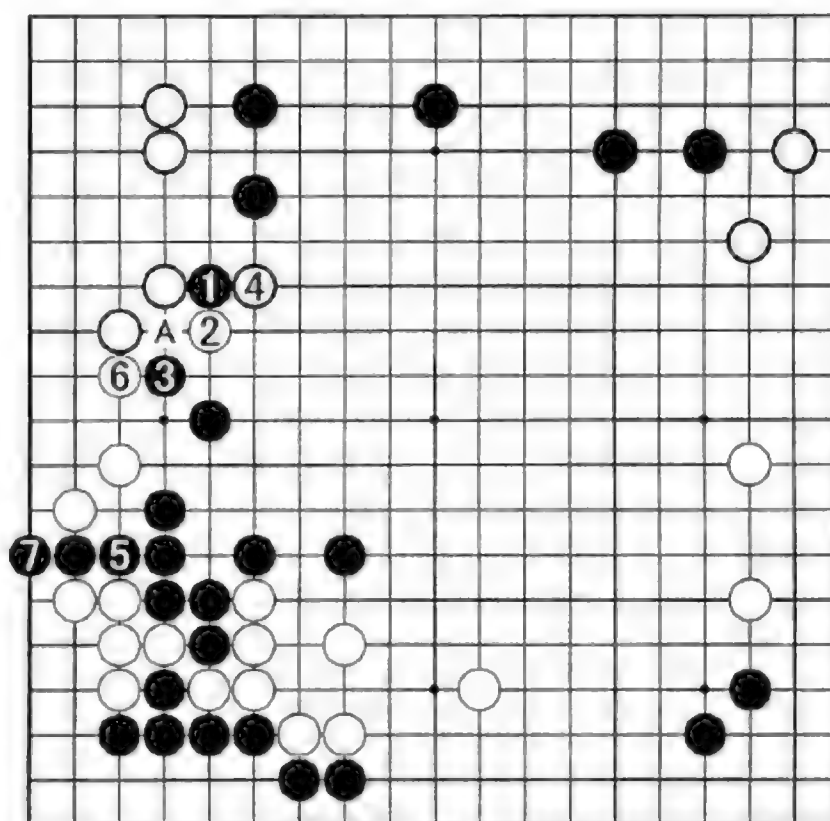
Cutting off the white stone at 1 from the center with 2 in *Dia. 3* fails. White cuts with 3 and, if Black persists with 4, White extends to 5. The three marked black stones on the left are captured.



Dia. 4. Continuation 3

If Black ataries the white stone at 3 with 4 in *Dia. 4*, White will descend to 5. After Black 6, White wedges in with 7. Because the black stones are short of liberties, Black can't cut at 9. He has to connect at 8, so White can connect at 9.

Problem 6



Dia. 1. How Cho played.

The attachment of 1 in *Dia. 1* is the tesuji. The hane of White 2 is natural, but, when Cho peeps with Black 3, he threatens to keep White from breaking out into the center by cutting at A. White resists with 4. Next, Black connects at 5, which effectively cuts off the five white stones in the lower left corner from the left side. White has to defend with 6, so Black can descend to 7 and settle his stones by capturing the white stones in the corner. If White plays 4 at 6, Black will cut at A and he will have confined White to the left side and made a wall facing the center.

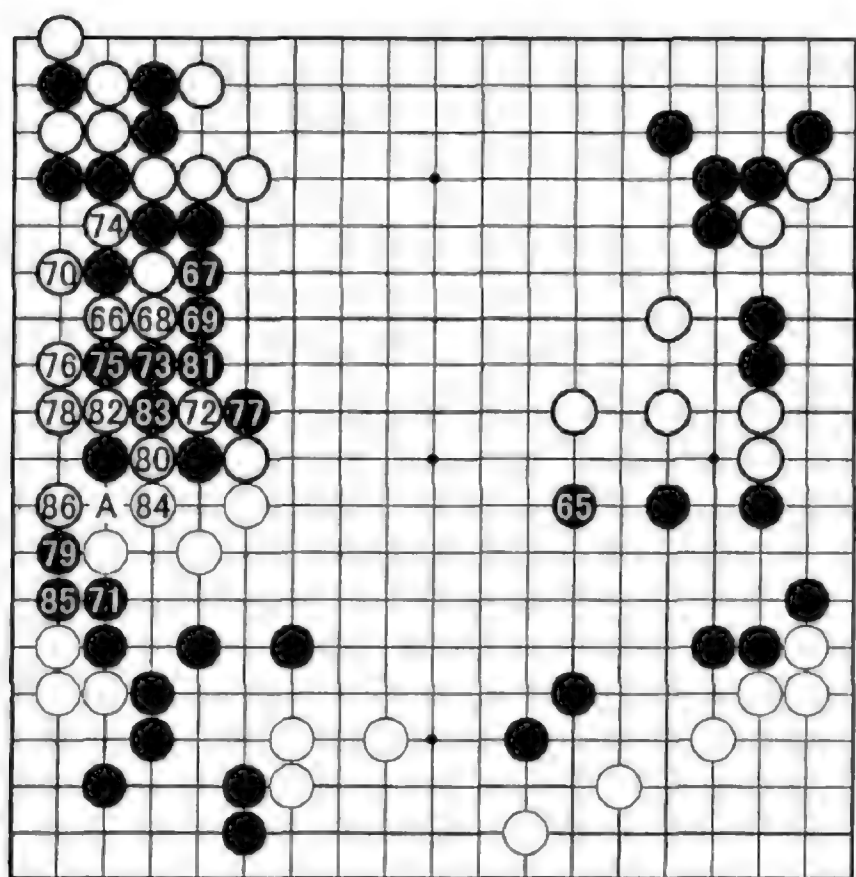
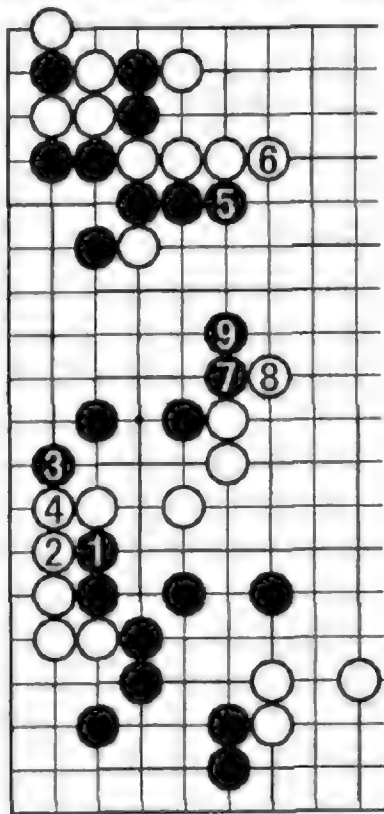


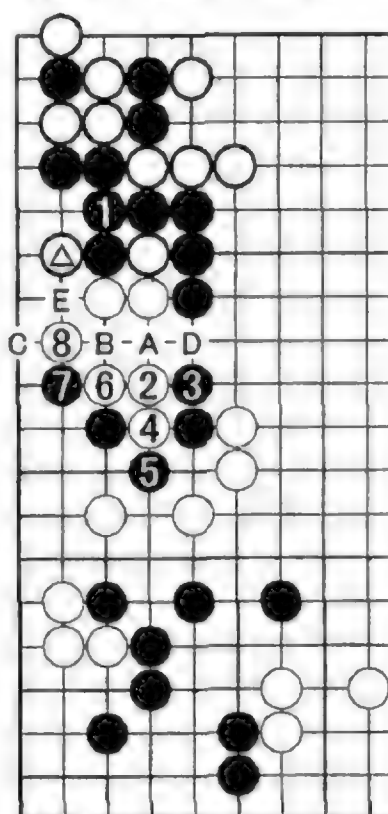
Figure 3 (65-86)

Figure 3 (65-86). Yamashita's hallucination

Black 65 could easily have become the losing move. Instead, he should follow *Dia. 5*. After playing 1 through 6, defending with 7 and 9 gives Black a comfortable lead, according to Kobayashi Satoru.



Dia. 5



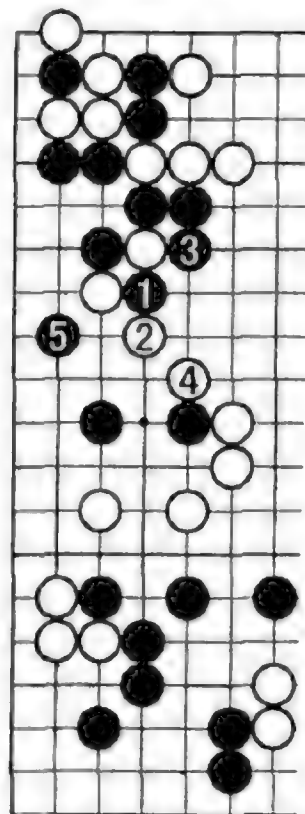
Dia. 6

White grabs his chance to turn the tide and clamps at 66. Caused by a hallucination, Black's quick response of 67 and 69 were a mistake.

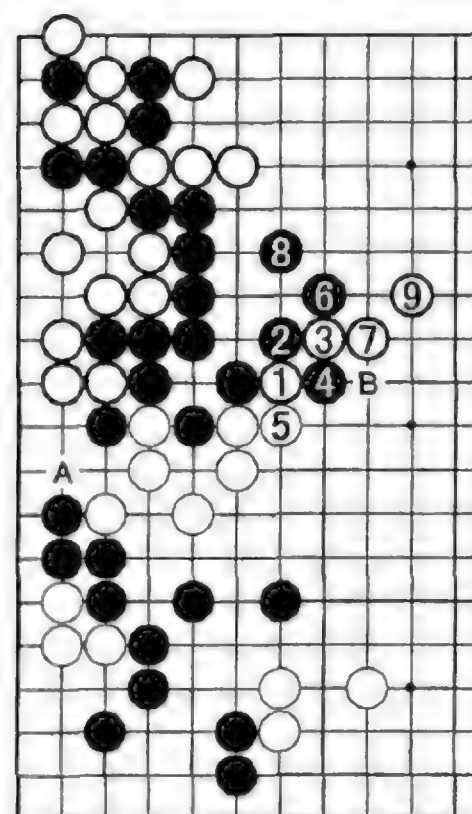
Upon seeing 70, Yamashita's play suddenly stopped. He had made a mistake in his analysis. He had envisioned the moves 2 through 7 in *Dia. 6*. White can't resist with 8, as Black will play A-White B-Black C-White D-Black E. However, the exchange of the marked white stone for Black 1 invalidates this sequence for Black.

In retrospect, he should have followed *Dia. 7*. The sequence through 5 is a major setback for

Black, but his stones stay connected. Yamashita commented this was a sequence he could live with.



Dia. 7



Dia. 8

If White responds to 71 by playing at 85, Black A becomes sente, enabling Black to follow *Dia. 6* and catch the white intruders. The moves 72 through 84 focus on who cuts whom and how, the result being that White has converted Black's territory into his own and that Black has a eyeless group drifting in the center. However, just as White realizes he has succeeded beyond his wildest dreams, he plays a careless move at 86. This move is unnecessary and small point-wise. Instead, White should have attacked from the center. The sequence through 9 in *Dia. 8* comes to mind. Notice, after this sequence, White no longer needs to play at A. Alternatives are playing 1 at B or at 7. Either of these variations would give White a comfortable lead.

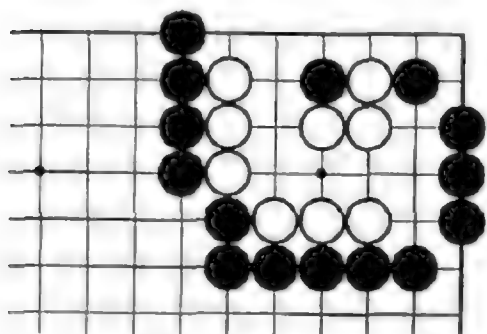


Yamashita sporting a new hair-do in the first game
Continued on page 58

Twelve Life-and-Death Problems

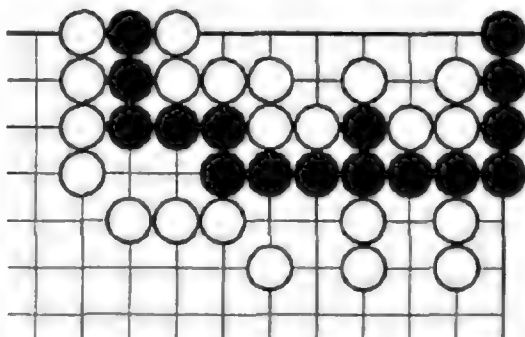
Below are twelve life-and-death problems for low-kyu players. In all problems Black has to kill White or secure life for himself. Answers start on the next page.

Problem 1. Black to play



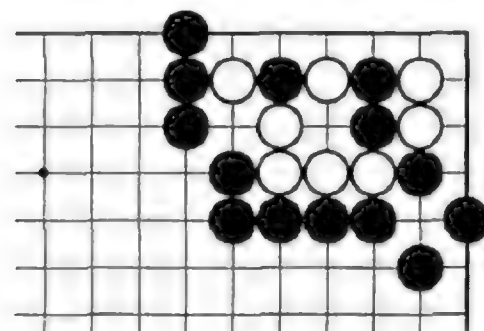
How can Black kill the white stones?

Problem 2. Black to play



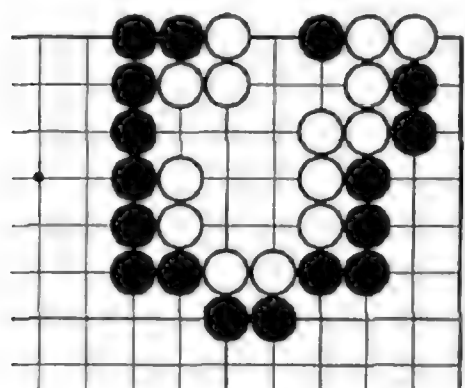
How can Black live with his stones?

Problem 3. Black to play



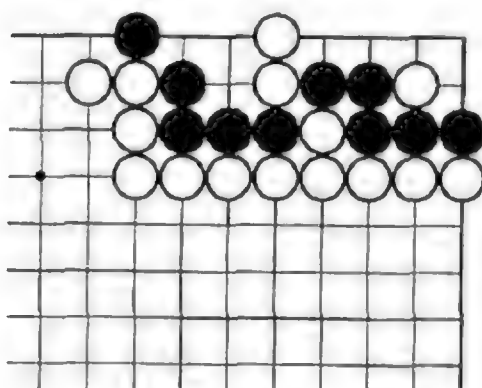
How can Black kill the white stones?

Problem 4. Black to play



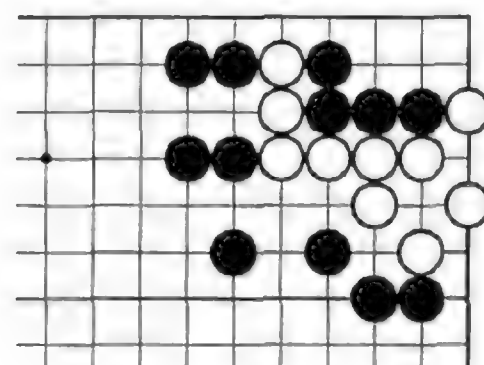
How can Black kill the white stones?

Problem 5. Black to play



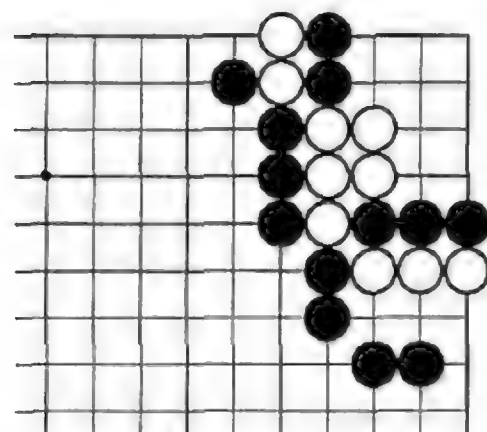
How can Black make a living group?

Problem 6. Black to play



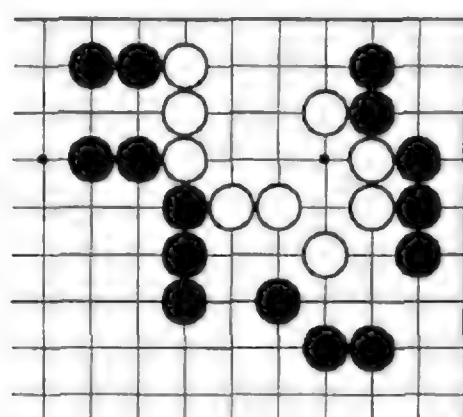
How can Black kill the white stones?

Problem 7. Black to play



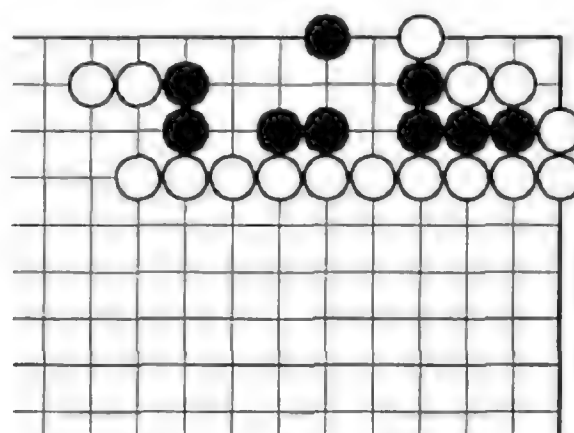
How can Black put the white group into ko?

Problem 8. Black to play



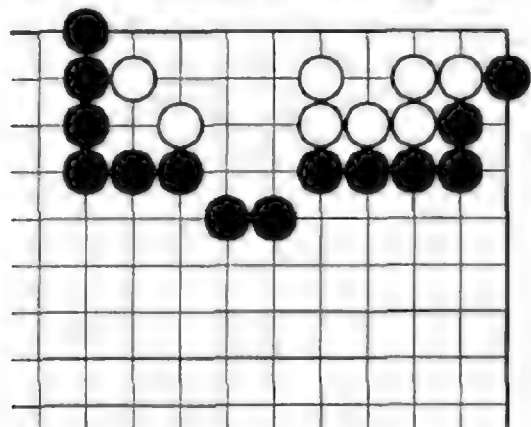
How can Black kill the white stones?

Problem 9. Black to play



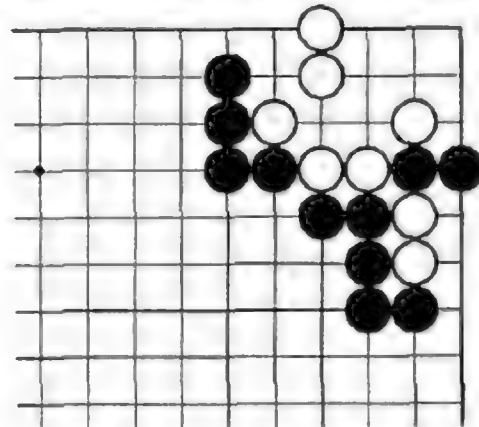
How can Black live with his stones?

Problem 10. Black to play



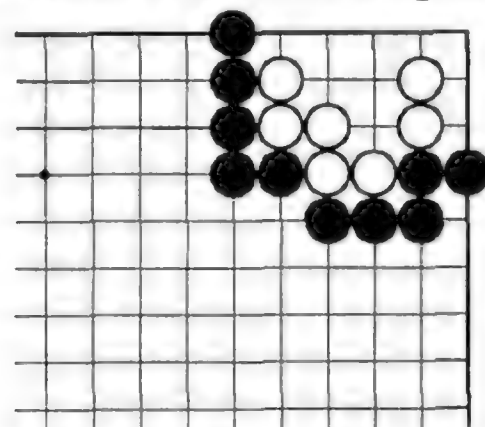
How can Black kill the white stones?

Problem 11. Black to play



How can Black kill the white stones?

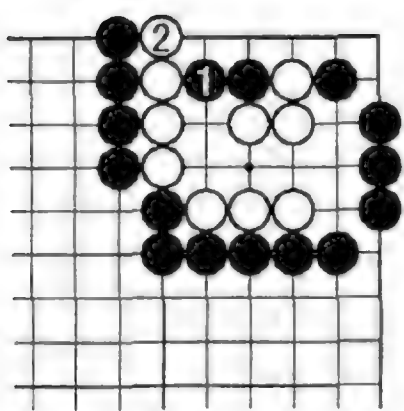
Problem 12. Black to play



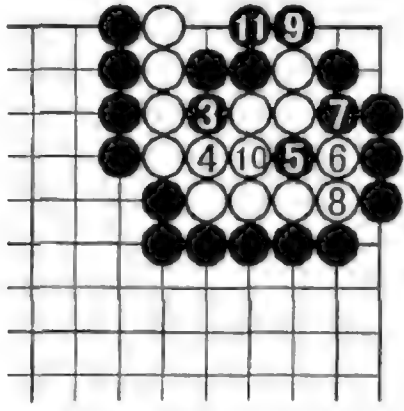
How can Black kill the white stones?

Twelve Life-and-Death Problems: Answers

Problem 1



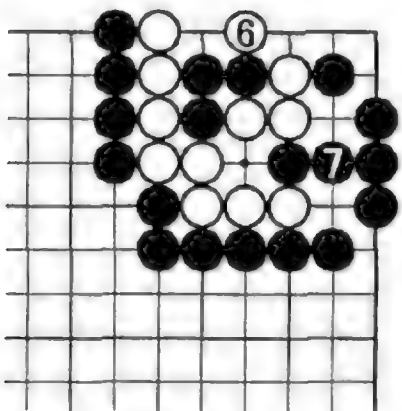
Dia. 1. Correct



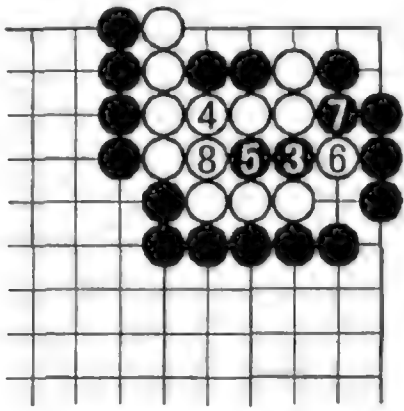
Dia. 2. Continuation

By bumping into the white stone with 1 in *Dia. 1*, Black robs the white stones of an eye. White blocks Black from linking up with 2.

The timing of Black 3 in *Dia. 2* is important. After White connects with 4, Black plays a tesuji with 5. The sequence continues to 11 and the white stones are dead.



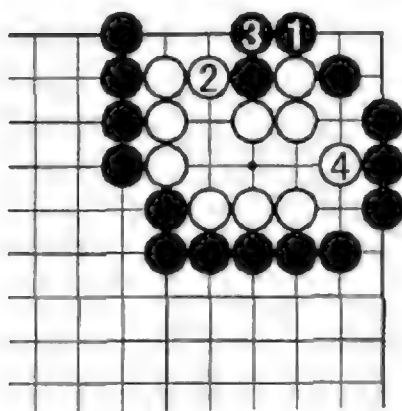
Dia. 3. Variation



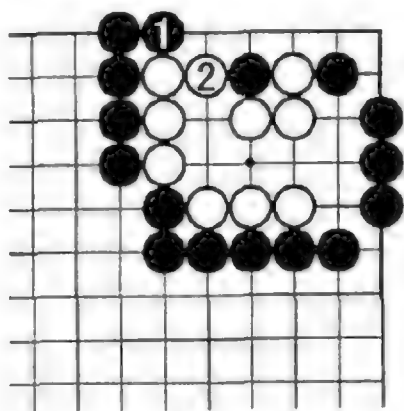
Dia. 4. Failure 1

In answer to Black 5 in *Dia. 2*, White might play 6 in *Dia. 3*. However, Black connects with 7 and, if White captures the three black stones, he will end up with a dead three-point eye space.

Black cannot omit 3 in *Dia. 2*. If he wedges in with 3 in *Dia. 4* instead, White will connect with 4. Black continues to attack with 5, but White gets two eyes with 6 and 8.



Dia. 5. Failure 2

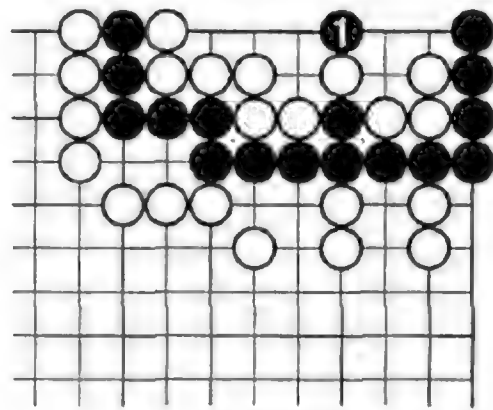


Dia. 6. Failure 3

Linking up with Black 1 in *Dia. 5* is an ordinary move. White ataries with 2, then plays 4, making perfect eye shape.

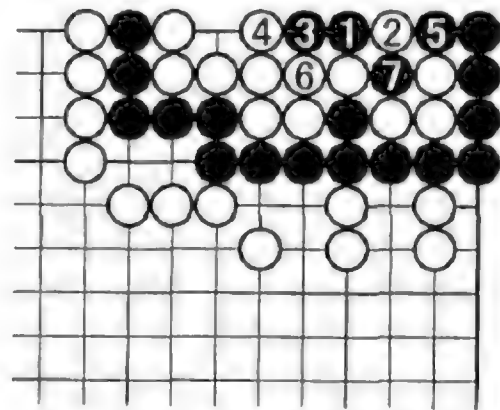
Turning with Black 1 in *Dia. 6* also fails. After White 2, Black has no follow-up.

Problem 2



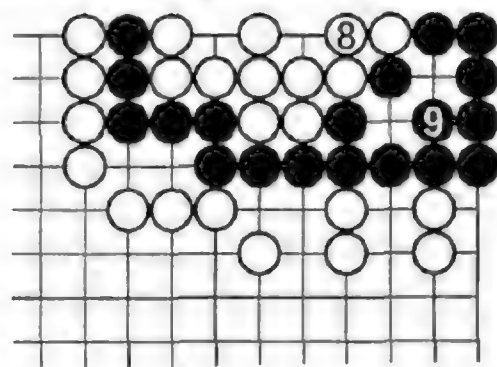
Dia. 1. Correct

Black doesn't have to capture all the white stones to live, but he must capture some of them. Black first strikes the weak point of White's formation at the top with 1 in *Dia. 1*. Next —



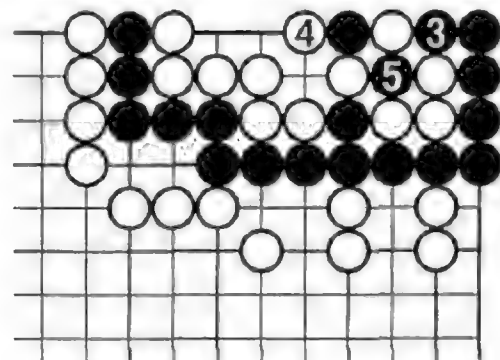
Dia. 2. Continuation 1

White blocks with 2 in *Dia. 2*, and Black extends to 3. After Black ataries with 5, Black can't connect at 7 because he is short of liberties, so he connects with 6. Black then captures with 7.



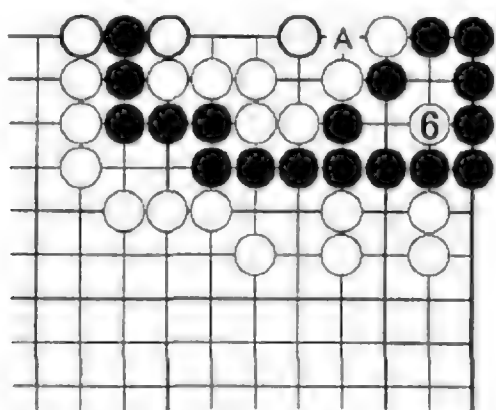
Dia. 3. Continuation 2

After Black 7 in *Dia. 2*, White must connect at 8 to get two eyes. Now Black can play at 9 to get two eyes of his own.



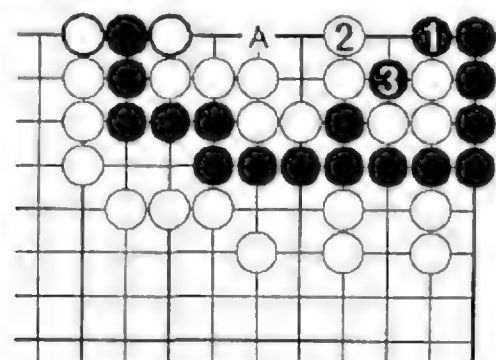
Dia. 4. Variation

If Black omits 3 in *Dia. 2*, and plays 3 in *Dia. 4*, White will capture with 4. After Black captures three stones with 5 —



Dia. 5. Variation Continuation

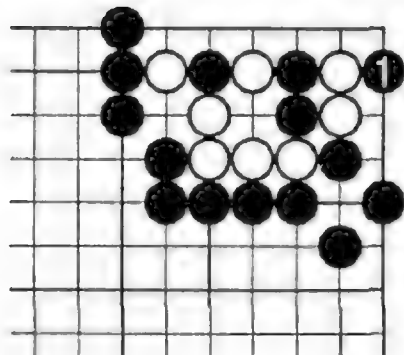
White plays in the middle of Black's three-point eye space with 6 in *Dia. 5*. Now Black has to fight the ko at 'a' to live. However, if White loses the ko, all his stones will be captured.



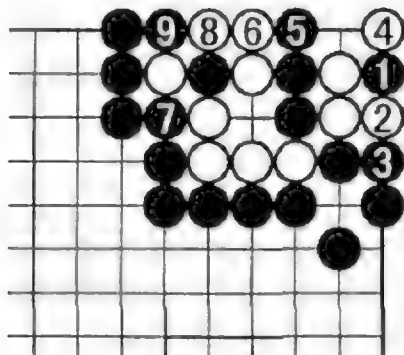
Dia. 6. Failure

If Black turns at 1 in *Dia. 6*, White quietly descends to 2. Black captures three stones with 3, but White destroys Black's eye shape by making a placement two spaces below 1 and Black's stones are unconditionally dead. If Black 1 at 'a', White again descends to 2 and Black's stones are dead.

Problem 3

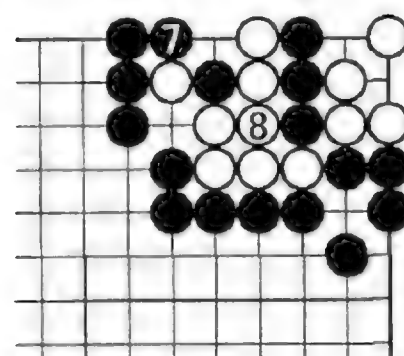


Dia. 1. Correct

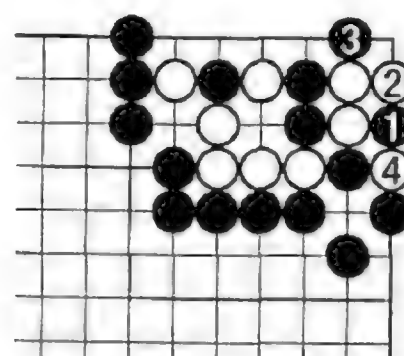


Dia. 2. Continuation

The attachment of Black 1 in *Dia. 1* is the tesuji. If White blocks with 2 in *Dia. 2*, the sequence continues to Black 9 and White can't approach the three black stones in the middle of his group because he is short of liberties. At the end of the game, the ko will eventually be filled, so the white stones will die.



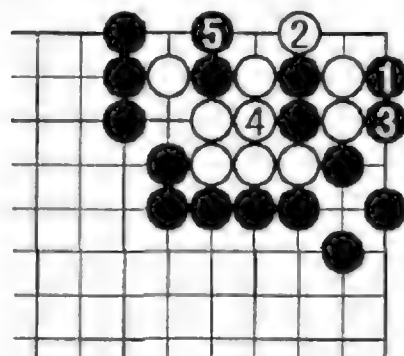
Dia. 3. Failure 1



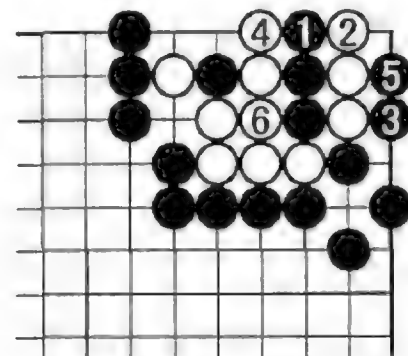
Dia. 4. Failure 2

The order of moves here is important. If Black turns at 7 in *Dia. 3* instead of 7 in *Dia. 2*, White's stones will not be short of liberties, so he can connect at 8, putting the three black stones into atari. White's stones are now alive.

The hane of Black 1 in *Dia. 4* is answered by White 2. Instead of killing the white stones outright as in *Dia. 2*, the life or death of the white stones now depends on a ko.



Dia. 5. Variation

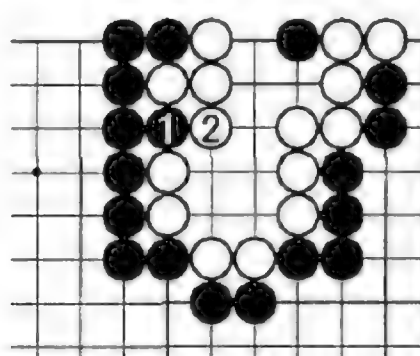


Dia. 6. Failure 3

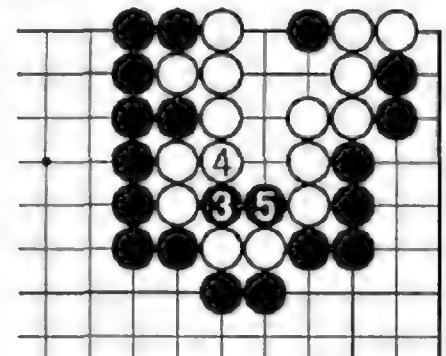
If White answers the attachment of Black 1 with the atari of 2 in *Dia. 5*, Black will atari with 3, then descend to 5. White is left with only one eye.

The descent of Black 1 in *Dia. 6* also fails. After White captures three stones with 6, there is no way that Black can stop White from getting two eyes.

Problem 4

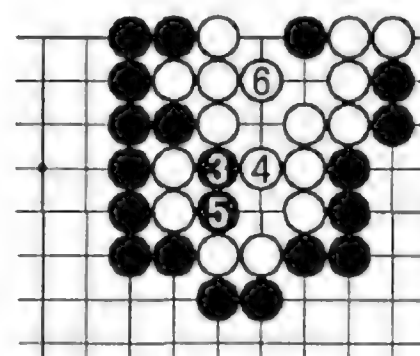


Dia. 1. Correct

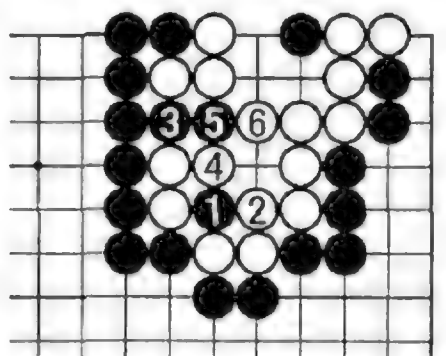


Dia. 2. Continuation

Black must first push in with 1 in *Dia. 1*. After White blocks with 2, Black double ataries with 3 in *Dia. 2*. White connects with 4 and Black captures two stones with 5. The white stones are now dead.



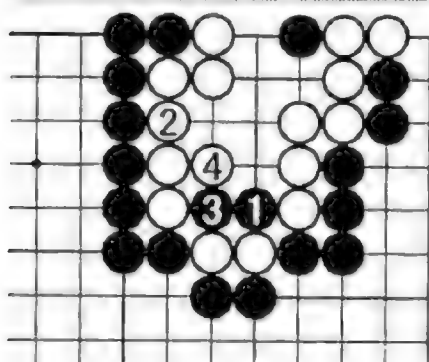
Dia. 3. Failure 1



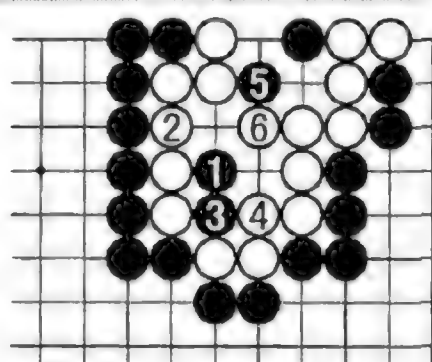
Dia. 4. Failure 2

The atari of Black 3 in *Dia. 3* is a mistake. White ataries with 4 then makes two eyes with 6.

The order of moves in *Dias. 1* and *2* is important. If Black first ataries with 1 in *Dia. 4*, White will connect at 2. Now after Black pushes in with 3 and 5, White plays 6 and his stones have two eyes.



Dia. 5. Failure 3

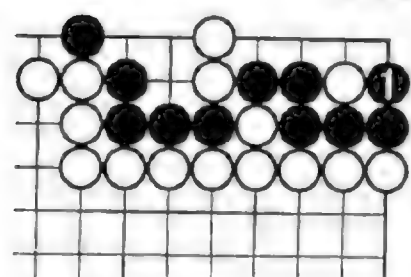


Dia. 6. Failure 4

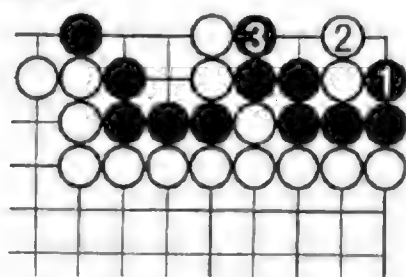
Black might cut with 1 in *Dia. 5*. In this case, White will connect at 2 and sacrifice two stones. After Black captures with 3, White's stones are alive after White 4.

The attachment of Black 1 in *Dia. 6* is a tesuji-like move. However, in this position it does not work. White connects with 2, then, when Black ataries with 3, White simply connects with 4. After White 6, there is no way that Black can kill the white stones.

Problem 5

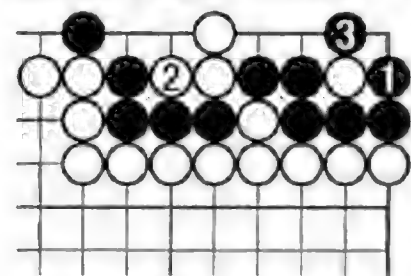


Dia. 1. Correct

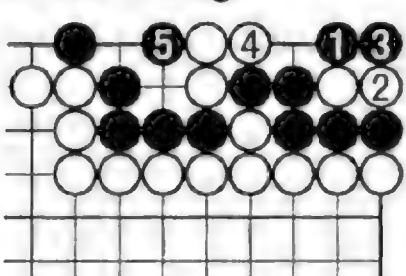


Dia. 2. Continuation

Turning with Black 1 in *Dia. 1* is the tesuji. If White descends to 2 in *Dia. 2*, Black blocks at 3 and the four white stones at the top will be captured. Black will have no trouble living.



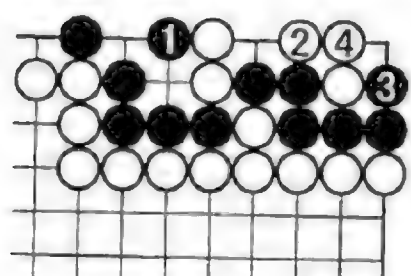
Dia. 3. Variation



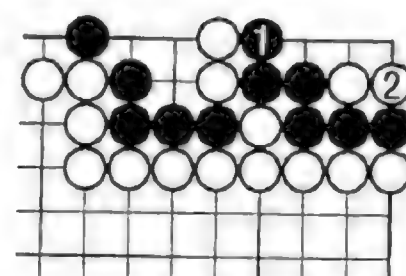
Dia. 4. Failure 1

In answer to Black 1 in *Dia. 3*, it would be more profitable for White to let the black stones on the right live and atari the four black stones on the left with 2. Black lives by capturing with 3.

The atari of Black 1 in *Dia. 4* fails. White will descend to 2, denying Black his second eye. After Black captures with 3, White exchanges 4 for 5, then makes a placement at 2 with 6. Black can't approach the three white stones at the top because he is short of liberties. All of the black stones are dead.



Dia. 5. Failure 2

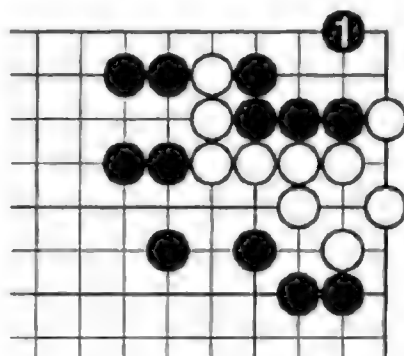


Dia. 6. Failure 3

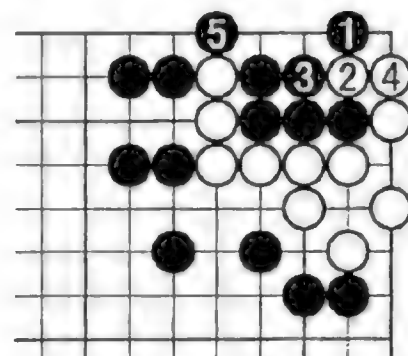
If Black starts with 1 in *Dia. 5*, White will play a hane at 2. If Black now turns at 3, White connects with 4 and again Black can't approach White's stones because he is short of liberties. The black stones are dead.

Black 1 in *Dia. 6* is clearly the wrong move. White ataries with 2, capturing Black.

Problem 6



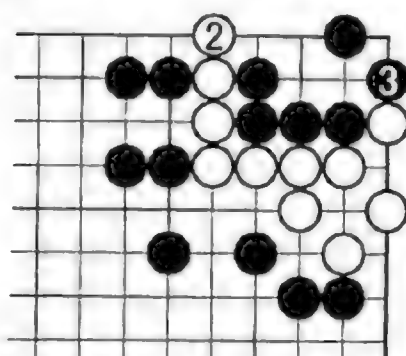
Dia. 1. Correct



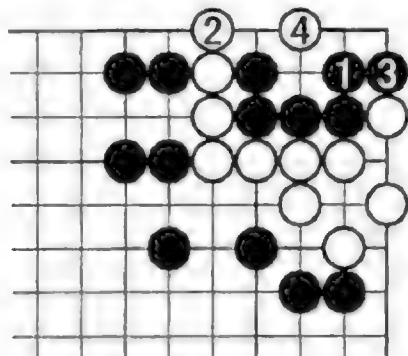
Dia. 2. Continuation

When trying to make life for your stones, the 2-1 point is often the vital point. Black 1 in *Dia. 1* is the correct answer.

If White wedges in with 2 in *Dia. 2*, Black ataries with 3, then links up with 5. White is left with only one eye, so his stones will die.



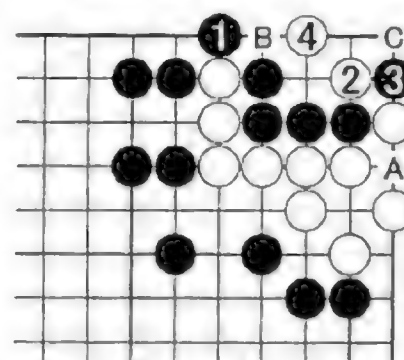
Dia. 3. Variation



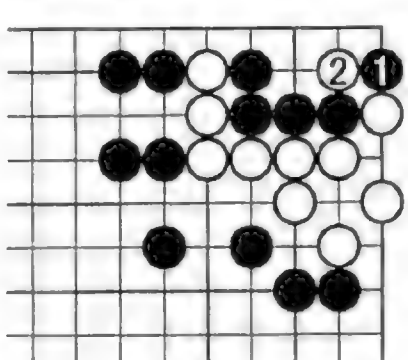
Dia. 4. Failure 1

If White descends to 2 in *Dia. 3* to prevent Black from linking up, Black ataries with 3, making two eyes.

Turning with Black 1 in *Dia. 4* fails. White first prevents Black from linking up with 2. Then, after 3, White destroys Black's eye shape with 4.



Dia. 5. Failure 2

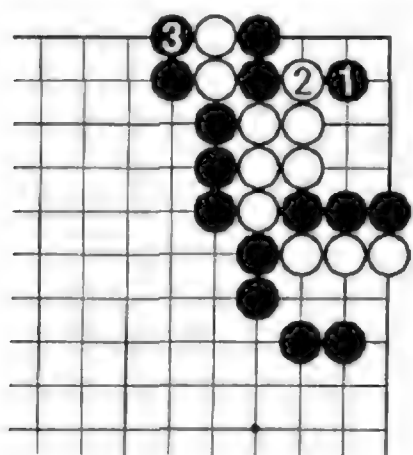


Dia. 6. Failure 3

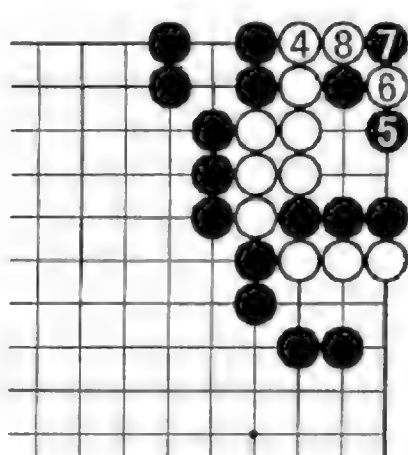
If Black links up with 1 in *Dia. 5*, White can hane with 2. Against 3, White 4 is a good move. If Black next captures with A, the life of the white stones depend on a ko. Against White 4, if Black connects with B, White can live by capturing with C.

If Black blocks with 1 in *Dia. 6*, White ataries with 2, and Black must win a ko to kill the white stones.

Problem 7



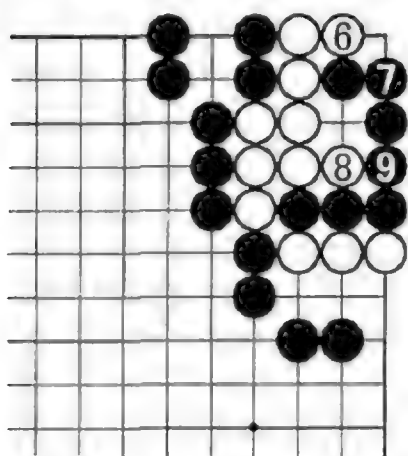
Dia. 1. Correct



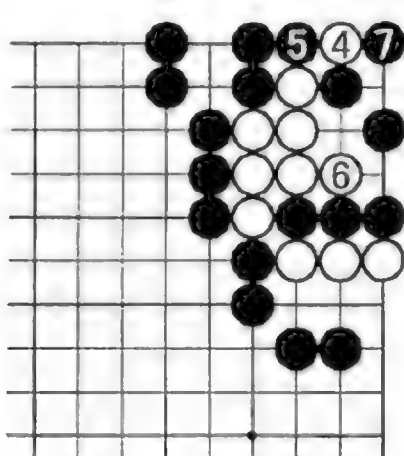
Dia. 2. Continuation

Black makes a placement with 1 in *Dia. 1*. The exchange of White 2 for Black 3 is inevitable.

White has to prevent Black from linking up with 4 in *Dia. 2*. Jumping to Black 5 next is the tesuji, but sacrificing a stone with White 6 is a brilliant move, so Black needs to win a ko in order to capture the white stones.



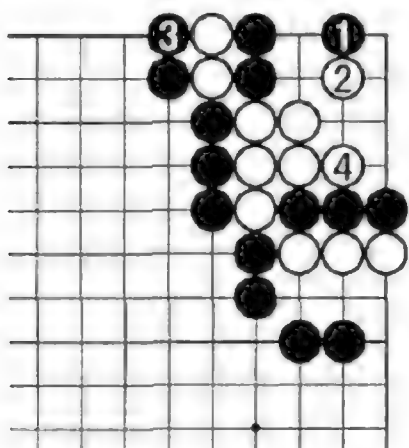
Dia. 3. White's failure



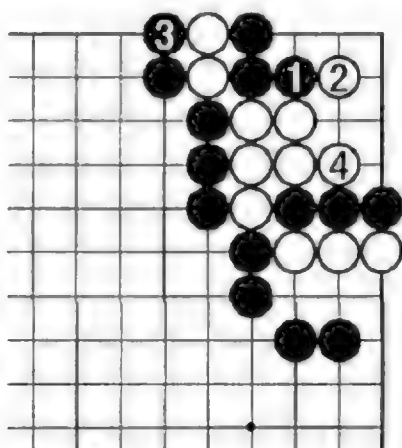
Dia. 4. Variation

If White turns at 6 in *Dia. 3*, Black connects at the vital point with 7. If White ataries with 8, Black connects with 9. The corner by itself is a seki, but Black can capture the three white stones below, so all of White's stones will die.

Instead of 4 in *Dia. 2*, if White hanes with 4 in *Dia. 4*, Black will cut with 5. If White goes after the three black stones with 6, Black will capture with 7. White ends up with a three-point eye space.



Dia. 5. Failure 1

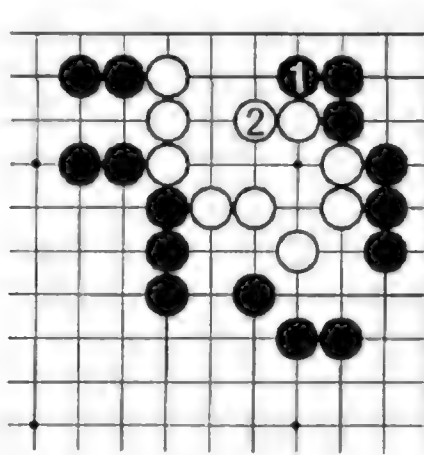


Dia. 6. Failure 2

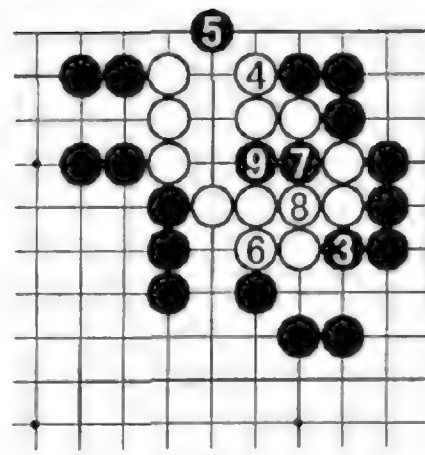
If Black jumps to 1 in *Dia. 5*, White answers with the diagonal move of 2. Black has to capture with 3, so White makes eye shape with 4.

Black 1 in *Dia. 6* is answered by the atari of White 2. After Black captures with 3, White makes eye shape with 4.

Problem 8

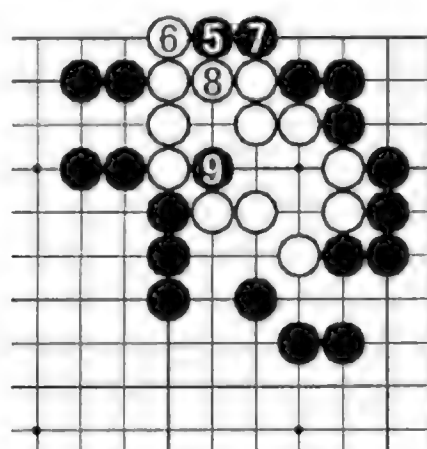


Dia. 1. Correct

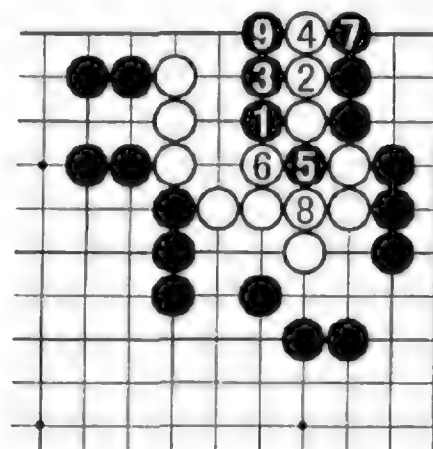


Dia. 2. Continuation

Turning with Black 1 in *Dia. 1* seems like an ordinary move, but, after White extends to 2, Black 3 in *Dia. 2* is a brilliant tesuji. White turns with 4, but Black kills the white stones with the sequence to 9.



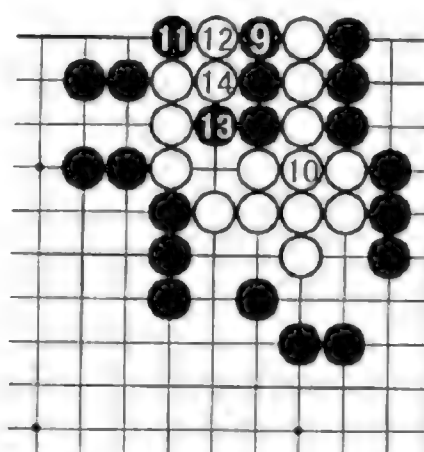
Dia. 3. Variation



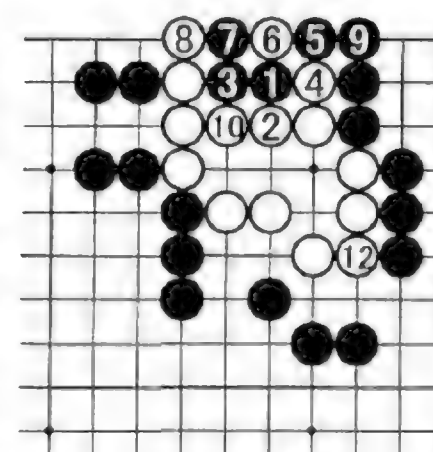
Dia. 4. Failure 1

Instead of 6 in *Dia. 2*, White might block with 6 and atari with 8 in *Dia. 3*. However, Black 9 kills the white stones. Other than 9, there is no other move that will kill White's stones.

The clamp of Black 1 in *Dia. 4* is the first move that would occur to many players, but, after Black squeezes with the sequence to 9 —



Dia. 5. Continuation

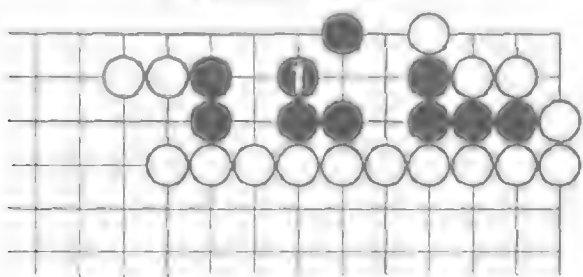


Dia. 6. Failure 2

White will connect with 10 in *Dia. 5*. Black tries to link up with 11, but White 12 and 14 prevent this. Now, when White captures the four black stones, he is left with a live four-point eye space.

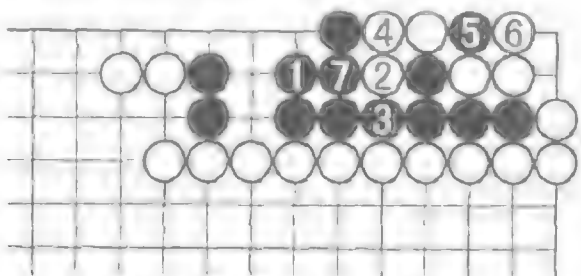
Black 1 in *Dia. 6* also fails. After the sequence to White 10, Black must connect his three stones in atari with 11 (at 6), so White can play 12 and get a live four-point eye space. If Black 3 at 4, White will play 3 and his stones are alive.

Problem 9

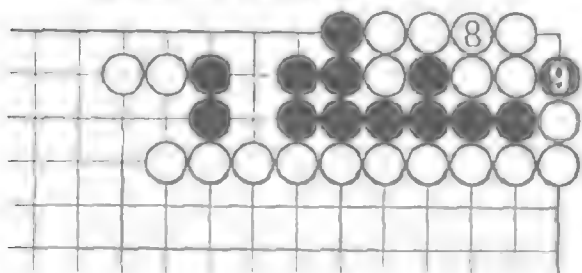


Dia. 1. Correct

Black 1 in *Dia. 1* is an easy move to see because it makes two separate areas where eyes can be made. If White 2 in *Dia. 2*, Black blocks with 3, then throws in a stone with 5. After Black ataries with 7 —

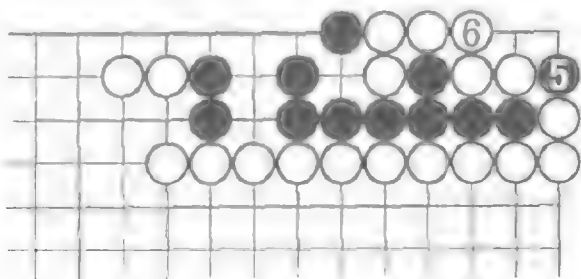


Dia. 2. Continuation



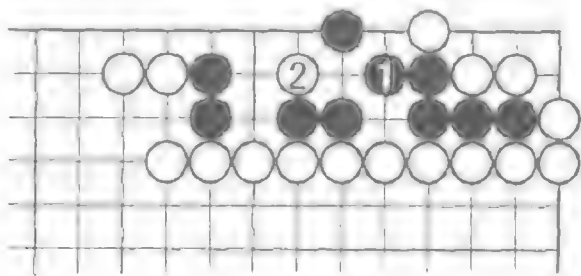
Dia. 3. Continuation

If White connects with 8 in *Dia. 3*, he finds that his stones are short of liberties. After Black throws in at 9, he can't save his seven stones at the top.



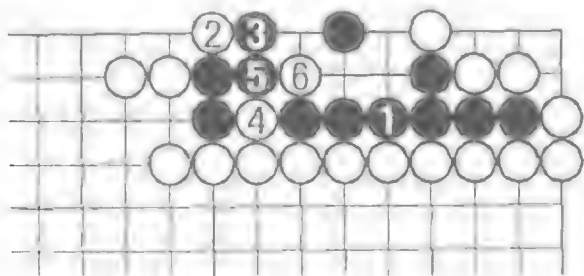
Dia. 4. Failure 1

If Black throws in at 5 in *Dia. 4*, instead of 3 in *Dia. 2*, White will connect at 6 and his stones cannot be captured.



Dia. 5. Failure 2

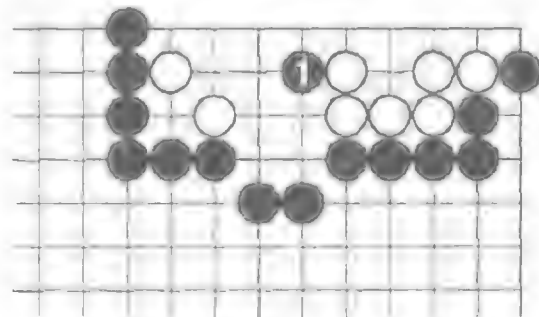
Black 1 in *Dia. 5* fails. Black has no way to resist the placement of White 2. Black's stones will die.



Dia. 6. Failure 3

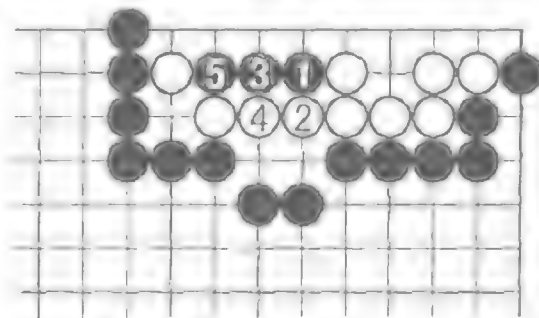
Black expands his eye space with 1 in *Dia. 6*, but with the sequence to White 6, Black's stones are dead.

Problem 10

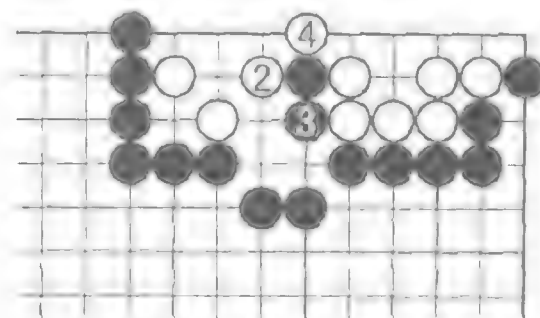


Dia. 1. Correct

Attaching with Black 1 in *Dia. 1* kills White's stones. If White blocks with 2 in *Dia. 2*, Black crawls with 3 and 5, then links up to his stones on the left.

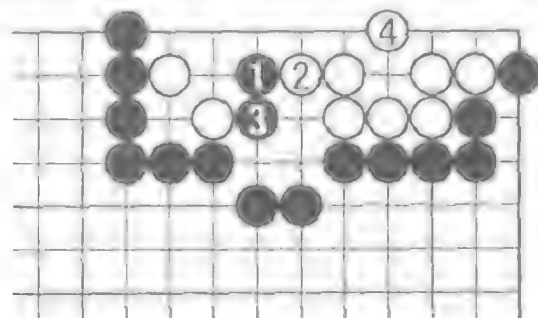


Dia. 2. Continuation



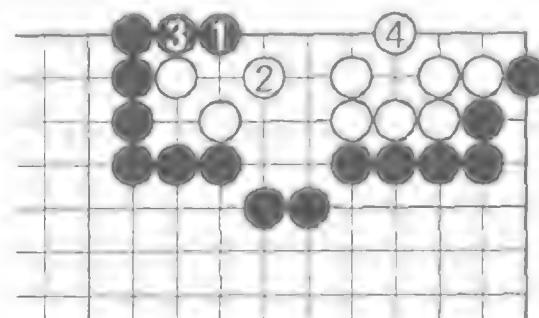
Dia. 3. Variation

If White answers Black 1 in *Dia. 1* with the clamp of 2 in *Dia. 3*, Black will draw back to 3. White can link up with 4, but, after Black 5, White's stones still don't have eye shape.



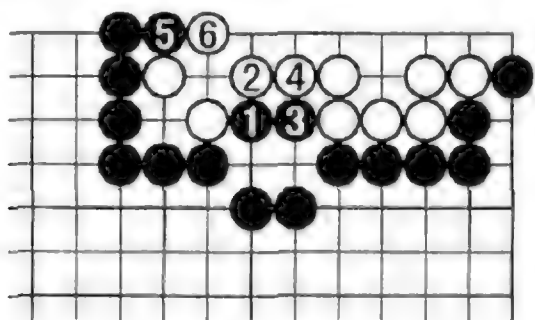
Dia. 4. Failure 1

The placement of Black 1 in *Dia. 4* fails. White exchanges 2 for Black 3, then makes eye shape with 4.



Dia. 5. Failure 2

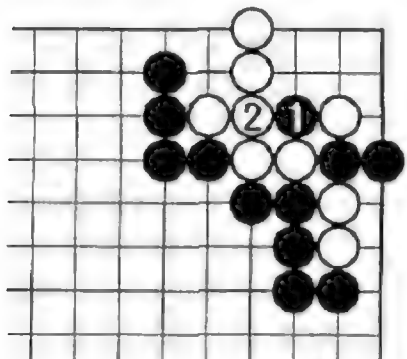
Jumping in with Black 1 in *Dia. 5* also fails. White can easily make two eyes with 2 and 4. If Black 3 at 4, White lives with 3.



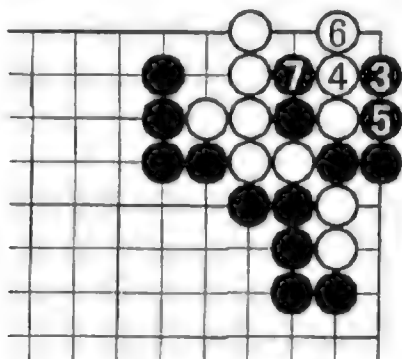
Dia. 6. Failure 3

Black 1 in *Dia. 6* is an ordinary move. White easily lives with the sequence to 6.

Problem 11

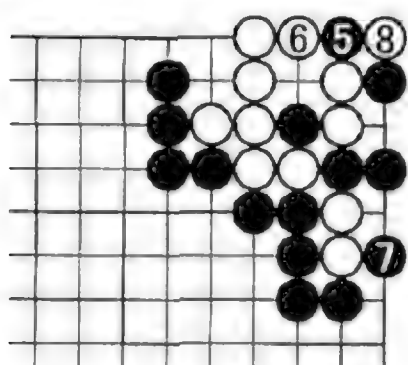


Dia. 1. Correct

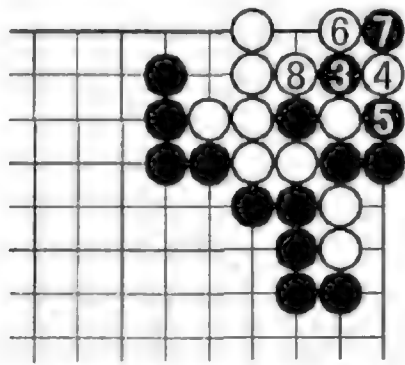


Dia. 2. Continuation

Cutting with Black 1 in *Dia. 1* is the tesuji. White has to connect with 2. Black can now jump to 3 in *Dia. 2* and White can't block because his stones are short of liberties. The sequence continues to Black 7 and the white stones are left with only one eye.



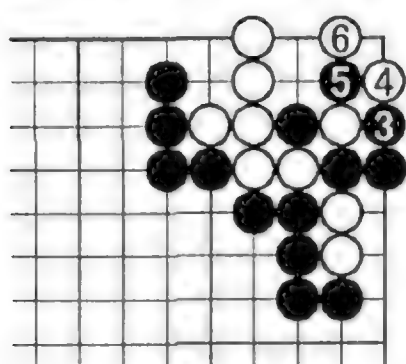
Dia. 3. Failure 1



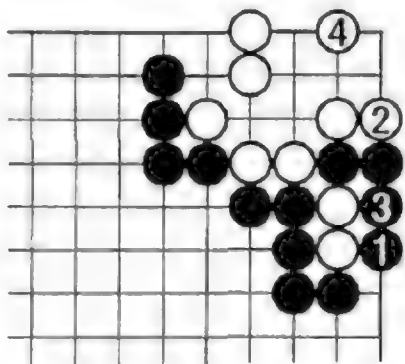
Dia. 4. Failure 2

If Black hanes with 5 in *Dia. 3* instead of connecting with 5 in *Dia. 2*, White will atari with 6. White captures with 8 and the life or death of the white stones will depend on the outcome of the ko.

Instead of 3 in *Dia. 2*, Black 3 in *Dia. 4* also results in a ko with the sequence to 8.



Dia. 5. Failure 3

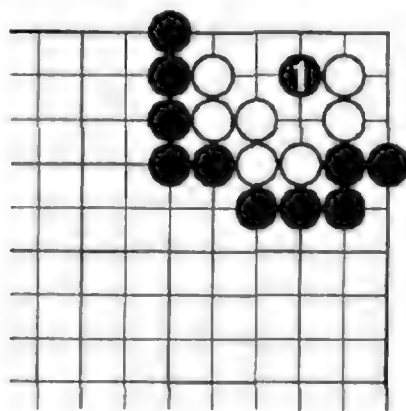


Dia. 6. Failure 4

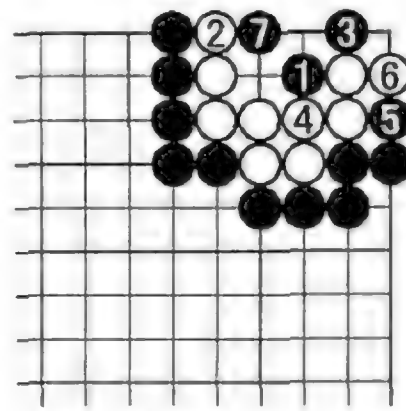
The atari of Black 3 in *Dia. 5* also results in a ko. White 4 is the vital point; Black can't avoid the ko.

Capturing the two white stones with 1 and 3 in *Dia. 6* fails. White lives outright with 2 and 4.

Problem 12

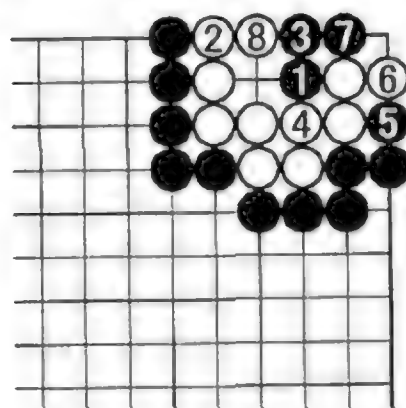


Dia. 1. Correct

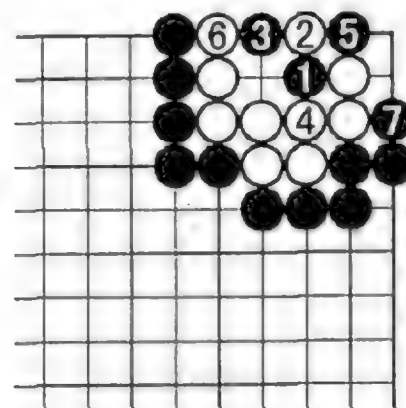


Dia. 2. Continuation

Black 1 in *Dia. 1* is on the vital point of White's eye space. If White blocks with 2 in *Dia. 2*, Black 3 forces White to connect with 4. After exchanging 5 for White 6, Black 7 leaves the white stones with a dead five-point eye space.



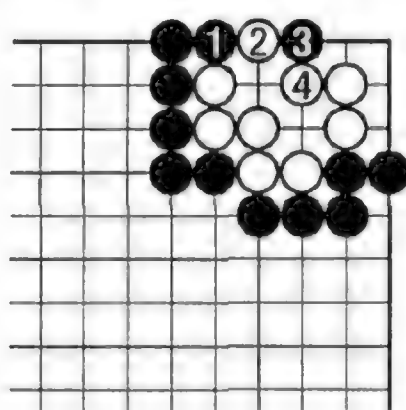
Dia. 3. Failure 1



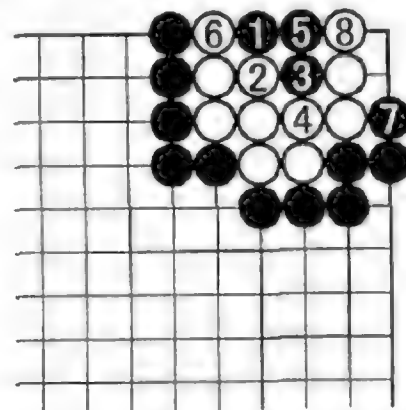
Dia. 4. Variation

Instead of the hane of 3 in *Dia. 2*, Black 3 in *Dia. 3* fails. After Black exchanges 5 for White 6, Black must play 7 to stop White from making an eye in the corner. But now White can play 8 and White's stones are alive in a seki.

White might sacrifice a stone with 2 in *Dia. 4*. Black captures with 3 and 5, and White must block with 6. After Black 7, White's stones are dead. If White 4 at 5, Black will link up his stones with 6.



Dia. 5. Failure 2



Dia. 6. Failure 3

Turning with Black 1 in *Dia. 5* fails. White blocks with 2. If Black ataries with 3, White plays 4 and his stones can live by winning the ko.

If Black starts out with 1 in *Dia. 6*, White will play the sequence to 8, capturing three stones. Now there is no way that Black stop White from getting two eyes.

From a supplement to *Monthly Go World*, January 2003.

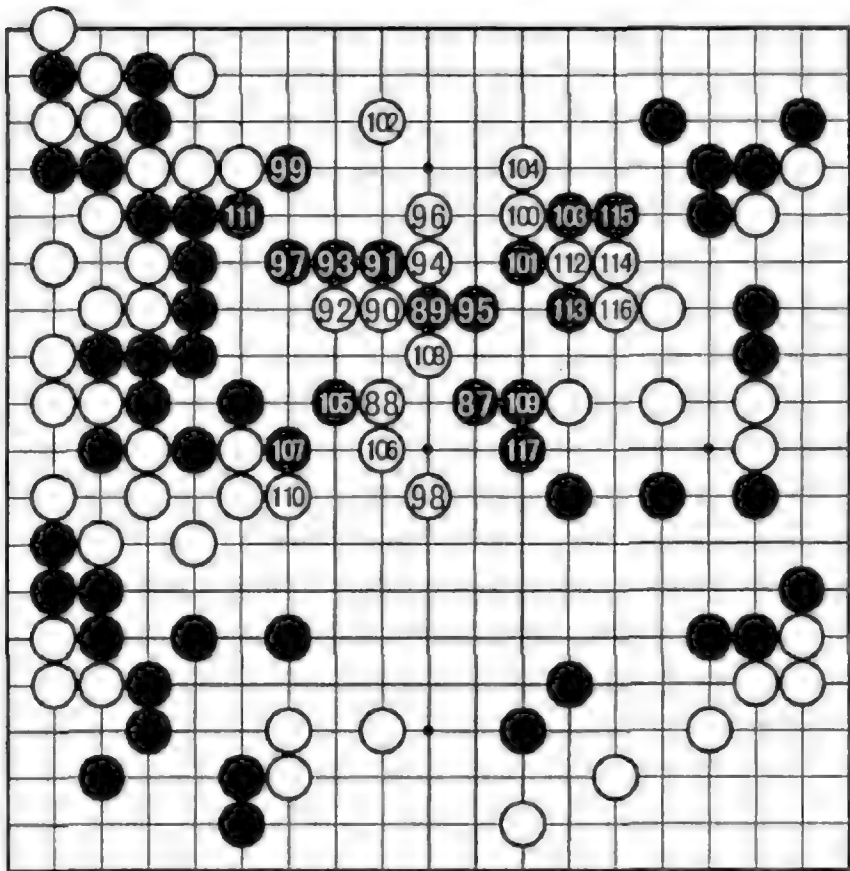
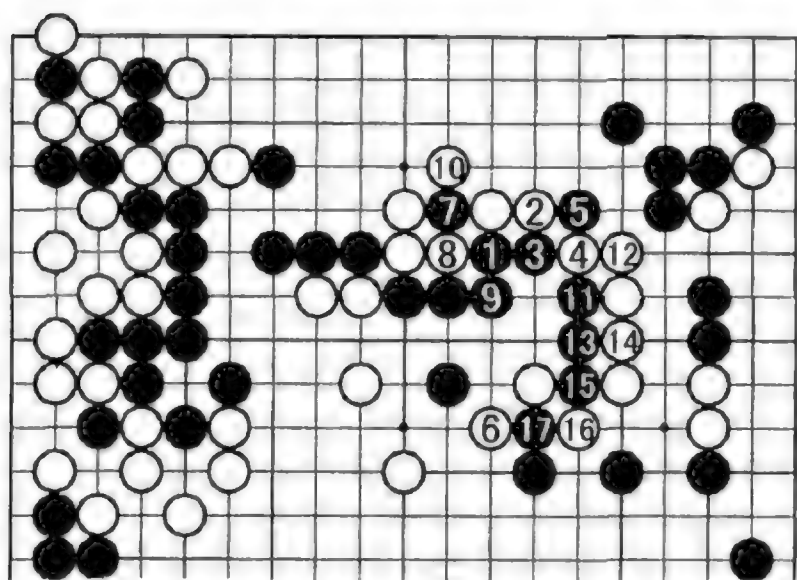


Figure 4 (87-117)

Figure 4 (87-117). A hectic fight

Black grabs the initiative with 87. Black heroically starts a counter-offensive with 88 that initiates a hectic fight. White should have omitted the 98-99 exchange. If the same moves were then played, Black would have more trouble making life without Black 99 in place. This might have given White a chance to flee with 117. Black 99 also weakens White 94 and 96.



Dia. 9

Black 101 puts White on the spot. If White plays at 2 in *Dia. 9*, after Black 7, White has no good answer, i.e. if he persists with 8 and 10, Black rips through the white group with 11 through 17.

As White has no immediate answer, he plays at 102, but Black 103 puts Black back in the driver's seat. Black 105 and 107 seem out of order but they induce White 108, giving Black the chance to play 109 to close off White's escape route to the center.

After Black 117, O finds himself in a similar position as in the first game: he has a couple of weak groups in need of eyes.

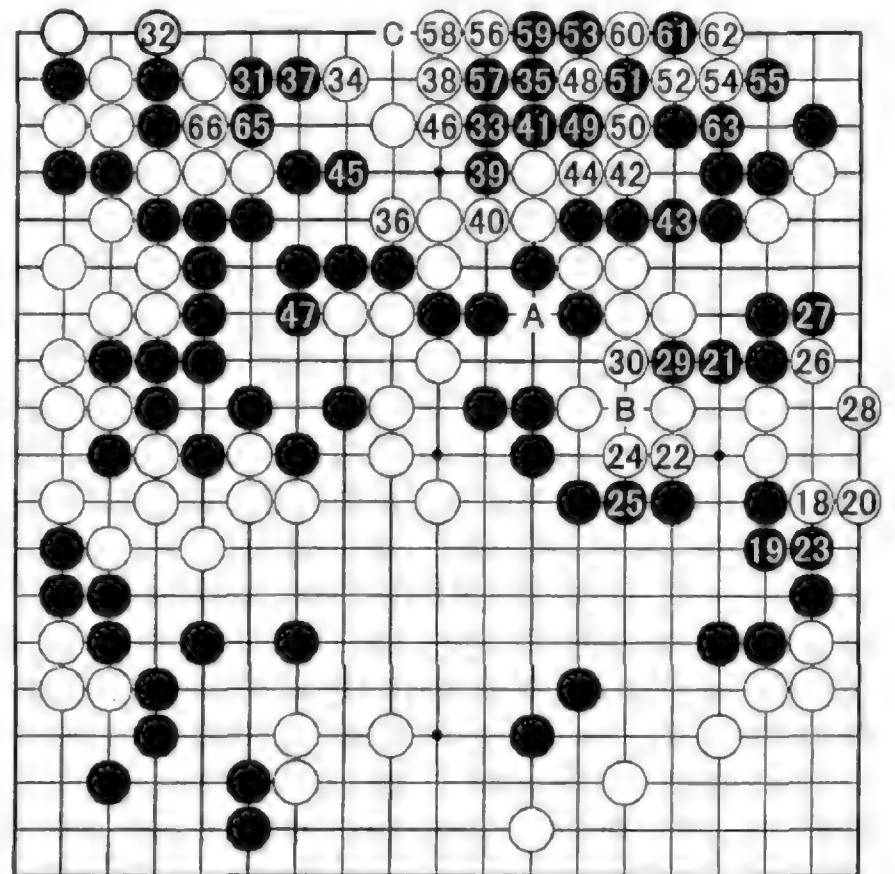


Figure 5 (118-167)

64: at 60; 67: at 61

Figure 5 (118-167). White's last challenge

White 18 and 20 are good moves, making miai of forming an eye in sente along the edge plus one in the center on the one hand and connecting underneath on the other. Black 23 was questioned. Black could also play at 30, destroying White's eye in the center, leaving White with little choice but to connect underneath. Later, Black can connect at 29 to pick up four stones. However, in the game, Black A would be sente, as it destroys the center eye at B. Thus, the potential presence of a black stone at A would have a powerful influence on the white group at the top because it induces weaknesses in White's shape. Instead of 36, White could connect with 86, but he would lose half of his group and have no chance to win anymore. With 36, White poses his last challenge.

In the end, White finds a brilliant tesuji in the combination of 42 through 56 to make his group alive. At this point, Black could have compromised by playing at 59 right away, White 57, Black 63, White C, making two eyes.

In the game, Black doesn't shy away from the ko, a two-step ko for White, to decide the game.

Continued on page 33

Announcement

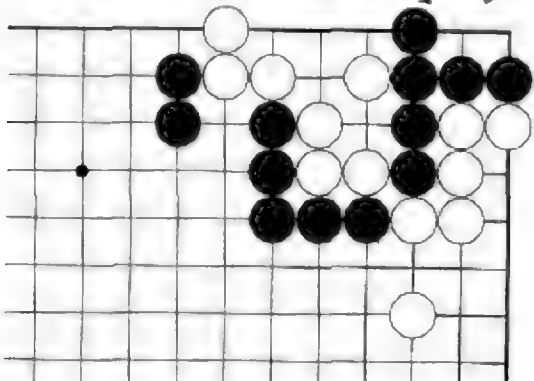
A complete index to all issues of *Go World* is available at:

<http://www.yk.rim.or.jp/~kiseido/GWINDEX/gwi.html>

Twelve Capturing-Race Problems

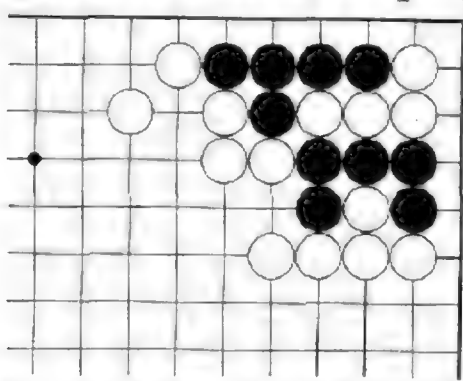
Capturing races involve more than just counting liberties. At first glance it may seem that you are behind in liberties, but often there is a tesuji that can give you that extra liberty you need to win. Here are 12 such positions. See if you can find the tesuji that kills the white stones. Answers start on page 60. From the supplement to Monthly Go World, December 2002.

Problem 1. Black to play



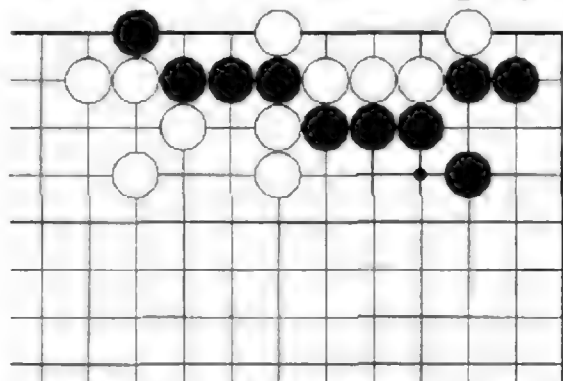
How can Black kill the white stones and save his own?

Problem 2. Black to play



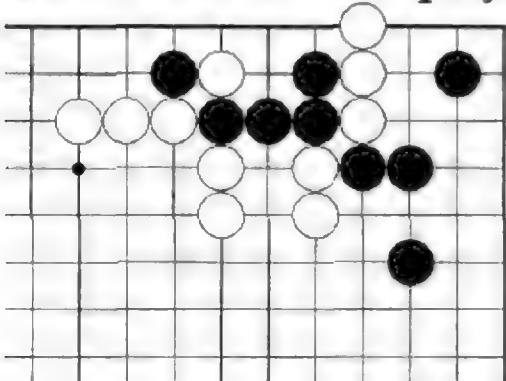
How can Black kill the white stones and save his own?

Problem 3. Black to play



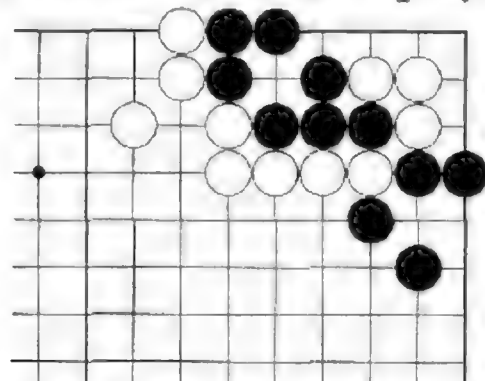
How can Black kill the white stones and save his own?

Problem 4. Black to play



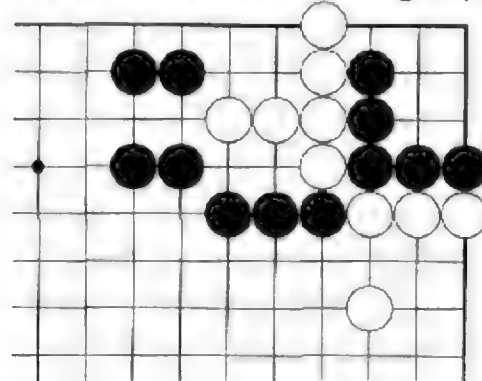
How can Black kill the white stones and save his own?

Problem 5. Black to play



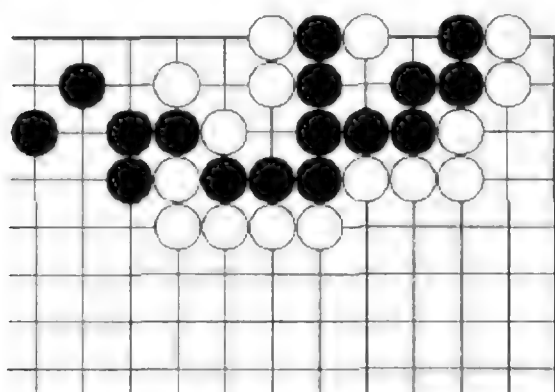
How can Black kill the white stones and save his own?

Problem 6. Black to play



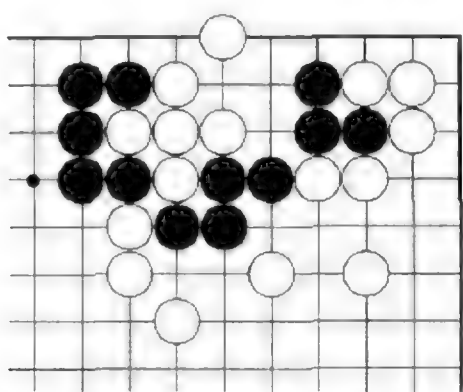
How can Black kill the white stones and save his own?

Problem 7. Black to play



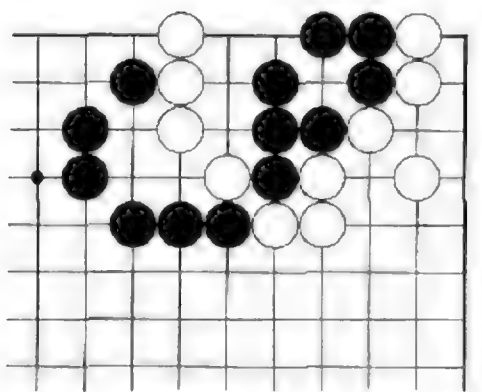
How can Black kill the white stones and save his own?

Problem 8. Black to play



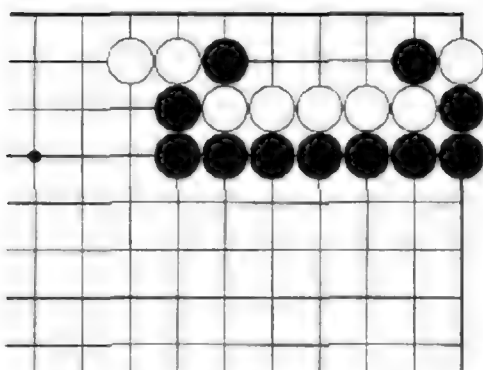
How can Black kill the white stones and save his own?

Problem 9. Black to play



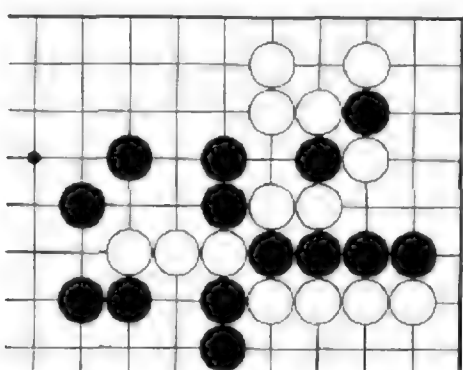
How can Black kill the white stones and save his own?

Problem 10. Black to play



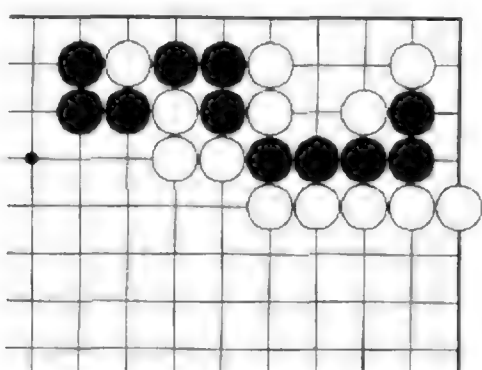
How can Black kill the white stones and save his own?

Problem 11. Black to play



How can Black kill the white stones and save his own?

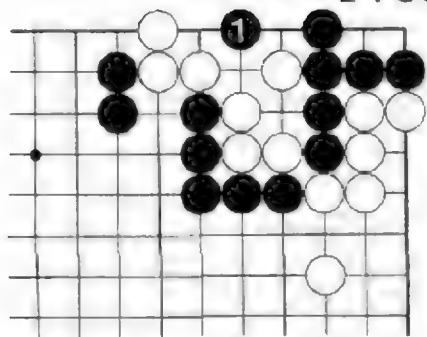
Problem 12. Black to play



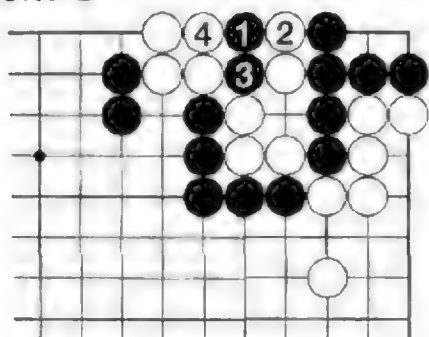
How can Black kill the white stones and save his own?

Twelve Capturing-Race Problems: Answers

Problem 1

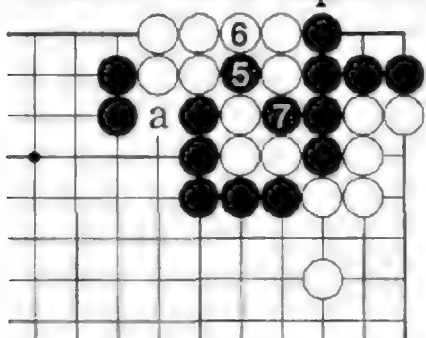


Dia. 1. Correct

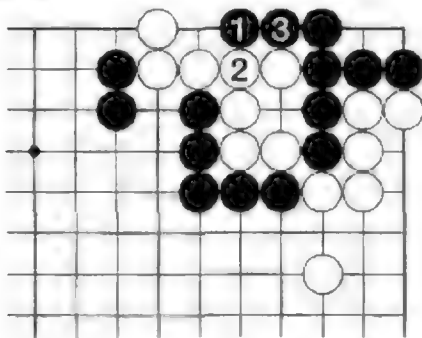


Dia. 2. Continuation 1

The placement of Black 1 in *Dia. 1* is the tesuji. If White blocks with 2 in *Dia. 2*, Black ataries with 3. After White captures with 4 —



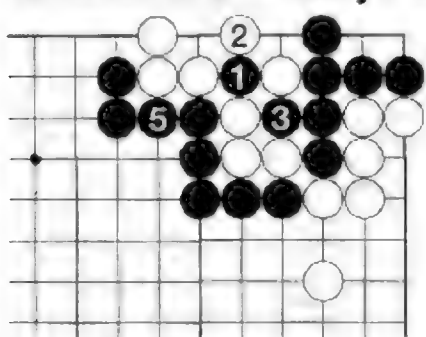
Dia. 3. Continuation 2



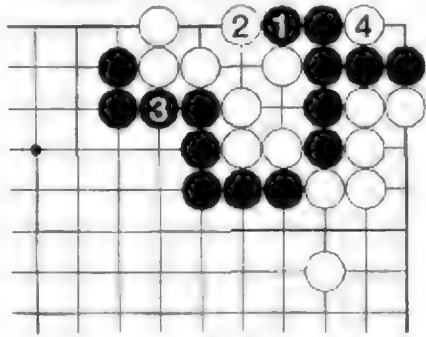
Dia. 4. Variation

Black throws in a stone with 5 in *Dia. 3*, then ataries with 7. If White connects at 5, Black 'a' next puts the white stones in atari, so Black wins the capturing race by one move.

If White answer Black 1 by connecting with 2 in *Dia. 4*, Black will connect with 3. There is nothing White can do; Black wins the capturing race because he has an eye and White doesn't.



Dia. 5. Failure 1

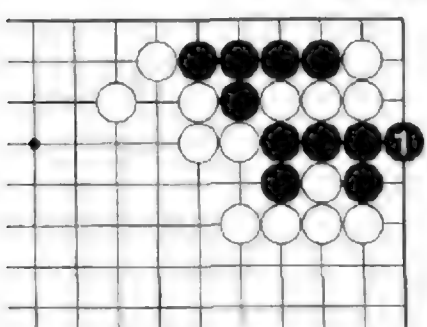


Dia. 6. Failure 2

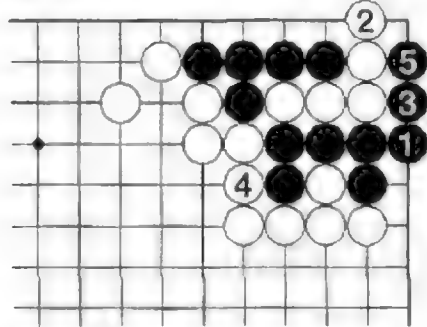
Immediately throwing in a stone with 1 in *Dia. 5* fails. White connects with 4 (at 1) and White has an eye. Black must play at 5 to get a seki, but White ends in sente.

If Black pushes in with 1 in *Dia. 6*, White will block with 2. Black next plays 3, forcing White to play 4. The result is again a seki, but this time it is Black who ends in sente.

Problem 2

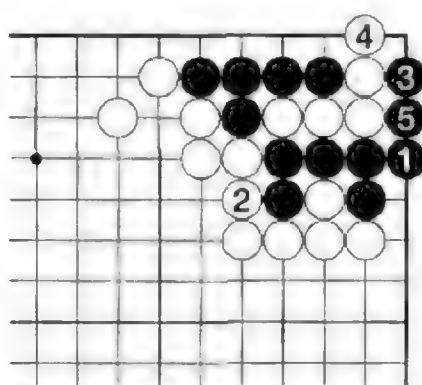


Dia. 1. Correct

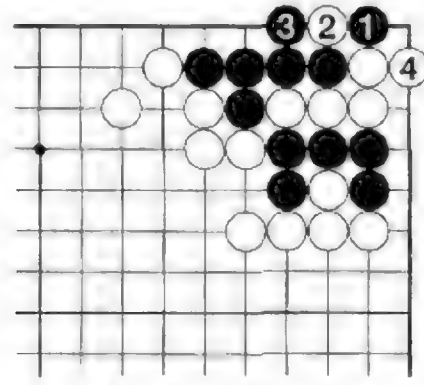


Dia. 2. Continuation

By descending to 1 in *Dia. 1*, Black increases the liberties of his stones on the right by one. If White descends to 2 in *Dia. 2*, Black starts the capturing race with 3. After Black 5, it will take White three moves to capture the black stones on the right, but it will take only two moves for Black to capture the white stones in the corner.



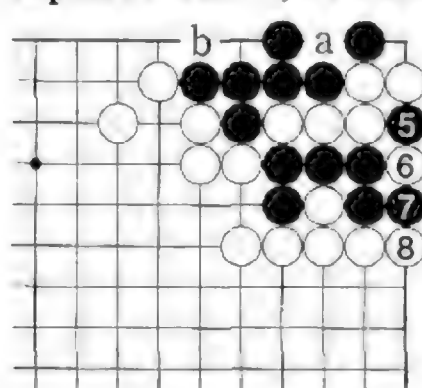
Dia. 3. Variation



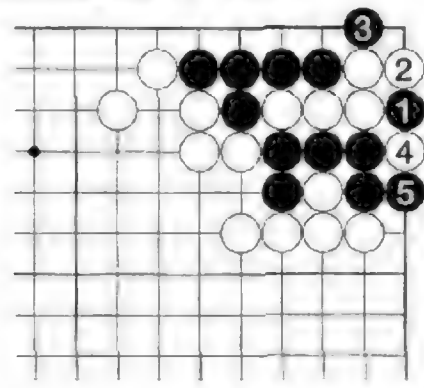
Dia. 4. Failure 1

If White answers Black 1 by filling an outside liberty with 2 in *Dia. 3*, Black 3 becomes the vital point. After White 4, Black connects with 5 and the position reverts to the one in *Dia. 2*.

Black 1 in *Dia. 4* may look like a vital point, but White will throw in a stone with 2. After Black captures with 3, White descends to 4. Next —



Dia. 5. Continuation
9: takes ko (at 5)

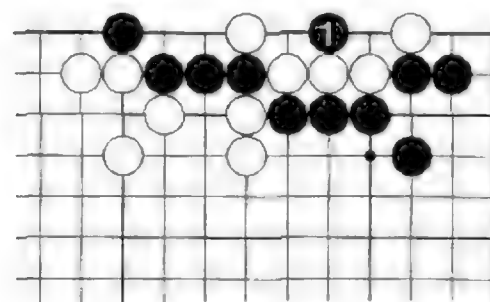


Dia. 6. Failure 2

Black must throw in a stone at 5 in *Dia. 5*. After the sequence to 8, the life or death of the black and white stones in the corner will be decided by a ko. If Black 5 at 'a' White will hane at 'b'. This will have no effect on the ko starting with Black 5.

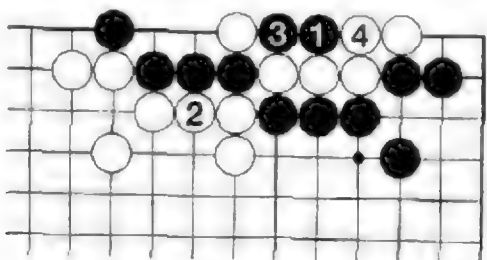
White 1 in *Dia. 6* also results in a ko, as the sequence to Black 5 shows.

Problem 3



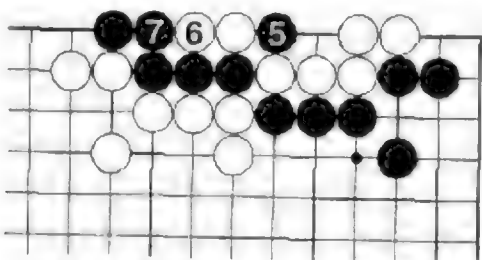
Dia. 1. Correct

Black attaches in the center of three stones with 1 in *Dia. 1*. This is the vital point of White's shape.



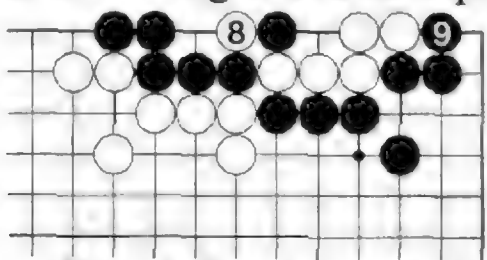
Dia. 2. Continuation 1

White starts the capturing race with 2 in *Dia. 2*. Black ataries with 3, forcing White to capture with 4. Next —



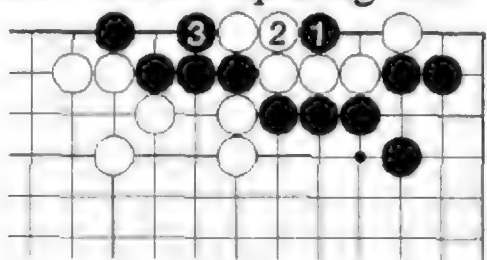
Dia. 3. Continuation 2

Black throws in with 5 in *Dia. 3* and White ataries with 6, forcing Black to capture with 7.



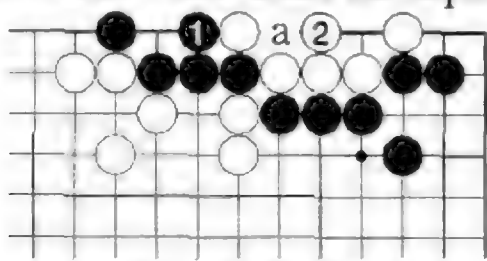
Dia. 4. Continuation 3

White throws in a stone with 8 in *Dia. 4*, but, after Black ataries with 9, the white stones cannot get out of atari, so Black wins the capturing race.



Dia. 5. Variation

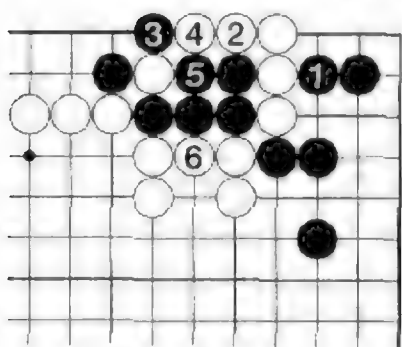
If White simply connects with 2 in *Dia. 5*, Black ataries with 3 and White loses the capturing race.



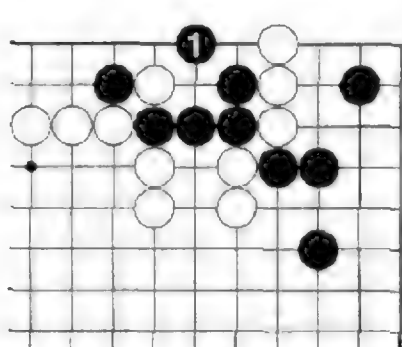
Dia. 6. Failure

If Black first ataries with 1 in *Dia. 6*, White plays on the vital point of 2, and Black must win a ko to capture White's stones. Black 1 at 'a' is even worse. White captures with 2 and Black can't recapture the ko. In other words, White has gained a move.

Problem 4



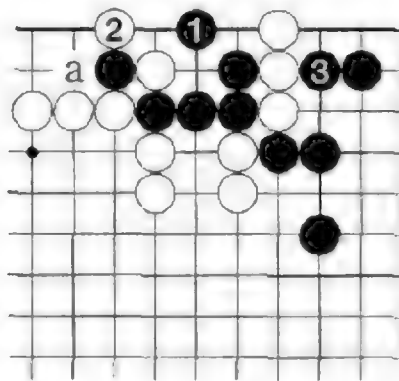
Dia. 1. Failure



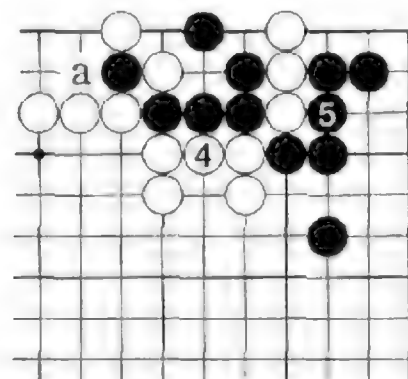
Dia. 2. Correct

Simply filling a liberty with Black 1 in *Dia. 1* loses the capturing race. After White ataries with 6, Black and White each have two liberties, but it is White's move, so Black loses the capturing race.

The diagonal move of Black 1 in *Dia. 2* is the tesuji.

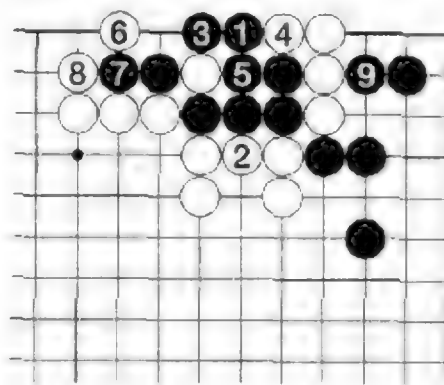


Dia. 3. Continuation 1

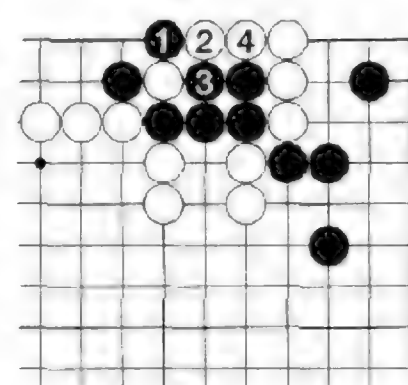


Dia. 4. Continuation 2

White answers Black 1 with 2 in *Dia. 3*, so Black can now start the capturing race with 3. White 2 at 'a' leads to the same result. White next connects with 4 in *Dia. 4*, but, after Black 5, White can't atari the black stones until he captures at 'a'. Black wins the capturing race by one move.



Dia. 5. Variation

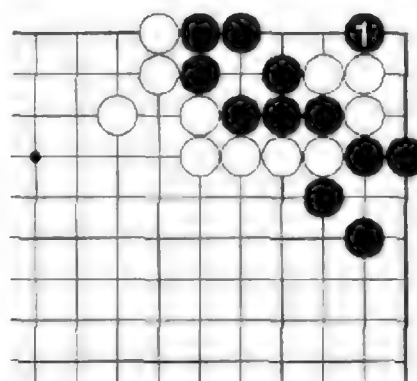


Dia. 6. Failure

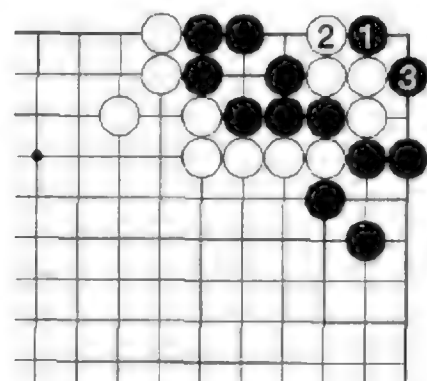
If White answers Black 1 with 2 in *Dia. 5*, Black captures a stone with 3 and 5. After the sequence to 9, Black is one move ahead in the capturing race.

If Black ataries with 1 in *Dia. 6*, White will play 2 and 4. The position is now the same as in *Dia. 1*.

Problem 5

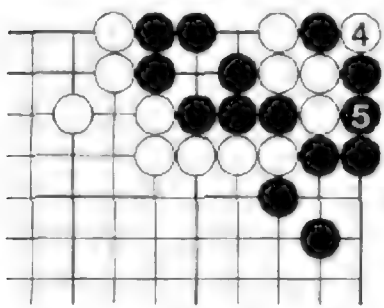


Dia. 1. Correct

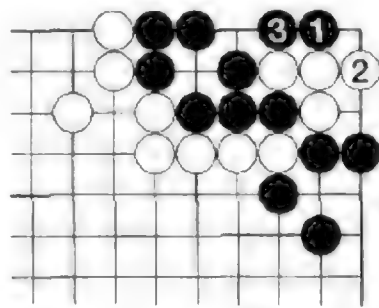


Dia. 2. Continuation 1

The attachment of Black 1 in *Dia. 1* is the vital point. If White blocks with 2 in *Dia. 2*, Black hane with 3. Now White can't atari the black stones at the top because his stones are short of liberties. Next —



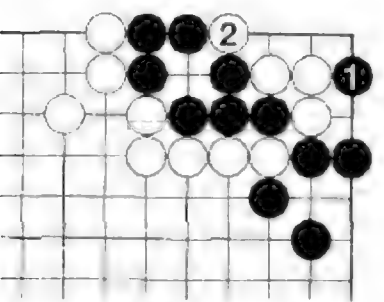
Dia. 3. Continuation 2



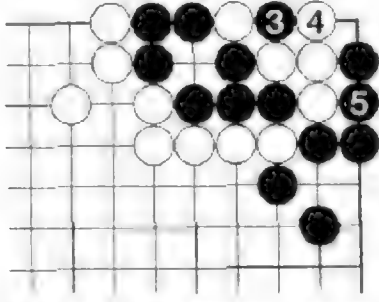
Dia. 4. Variation

White can capture with 4 in *Dia. 3*, but, when Black connects with 5, White's stones are still short of liberties, so White can't atari the black stones at the top. The white stones in the corner are dead as they stand.

If White answers Black 1 by descending to 2 in *Dia. 4*, Black connects with 3 and the white stones are dead.



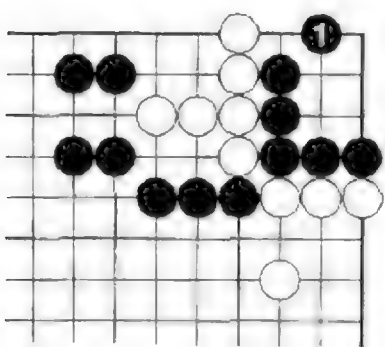
Dia. 5. Failure



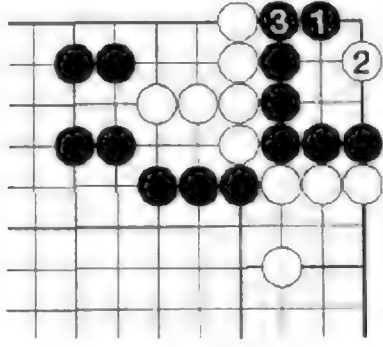
Dia. 6. Continuation

Attaching on the right with 1 in *Dia. 5* fails. White throws in with 2. If Black captures with 3 in *Dia. 6*, White ataries with 4. Next, White can capture the stone at 3 and start a ko.

Problem 6

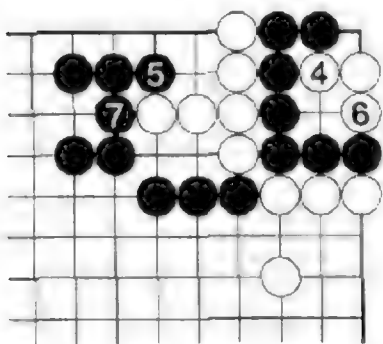


Dia. 1. Correct

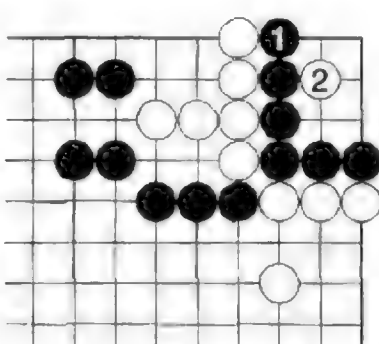


Dia. 2. Continuation 1

The diagonal move of Black 1 in *Dia. 1* is a brilliant tesuji. It threatens to make two eyes on the next move, so White plays on the vital point of Black's five-point eye space with 2. Black responds with 3, ensuring that the five-point eye space remains intact. Next —



Dia. 3. Continuation 2

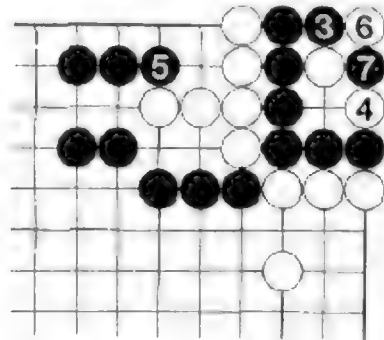


Dia. 4. Failure 1

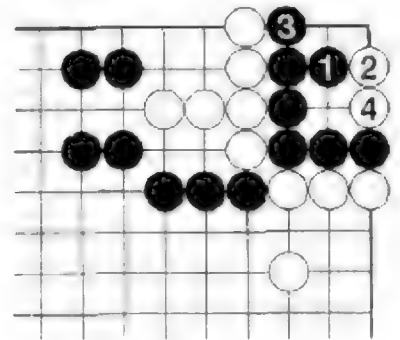
The capturing race begins with White filling the liberties of Black's stones with 4 and 6 in *Dia. 3*,

while Black fills the liberties of the white group on the left with 5 and 7. If you play out this capturing race, you will see that Black wins it by one move.

Instinctively, you might be tempted to play at 1 in *Dia. 4* first because this makes a wider eye space, but White attaches with 2. Next —



Dia. 5. Continuation

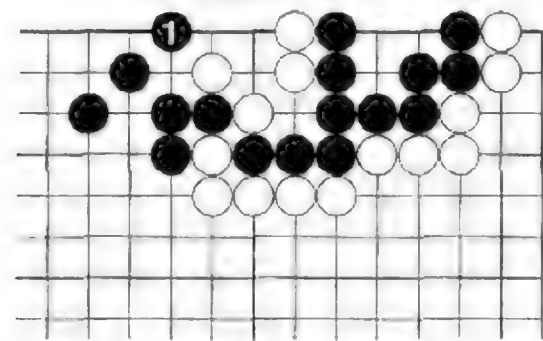


Dia. 6. Failure 2

White plays 4 and 6 in *Dia. 5*. The black stones are in atari, so Black must capture with 7. The life or death of the black and white stones at the top now depend on winning a ko. This is a failure for Black.

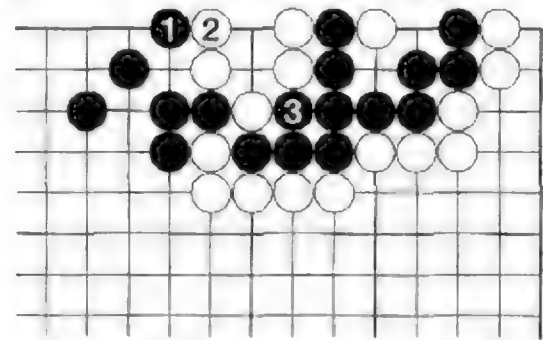
Turning with Black 1 in *Dia. 6* also fails. White attaches with 2. Whether Black plays 3 or 3 at 4, the capturing race will be resolved by a ko.

Problem 7



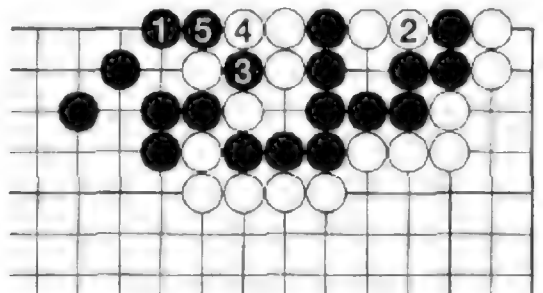
Dia. 1. Correct

The diagonal move of Black 1 in *Dia. 1* is the vital point.



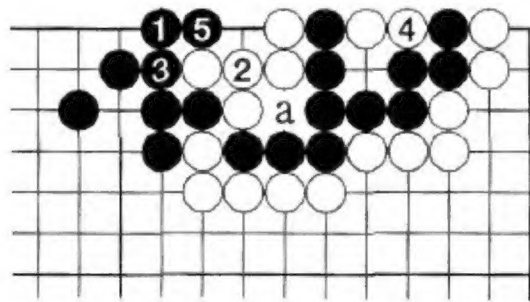
Dia. 2. Continuation

If White descends to 2 in *Dia. 2*, Black ataries with 3 and White loses the capturing race.



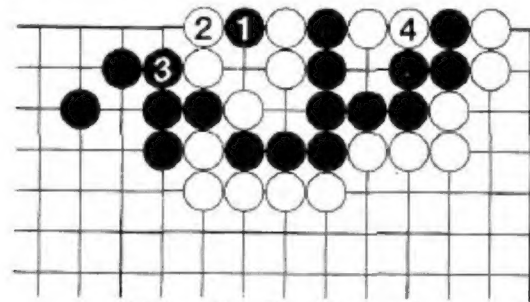
Dia. 3. Variation 1

If White starts to fill up Black's eye space with 2 in *Dia. 3*, Black throws in a stone with 3. White captures with 4, but Black 5 leaves White's stones short of liberties, so he can't atari.



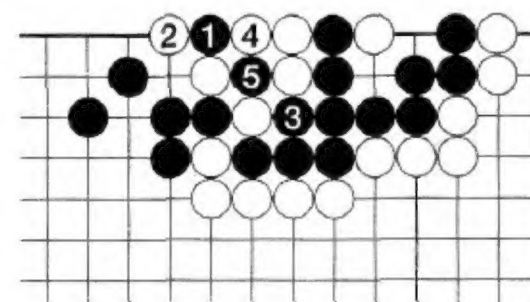
Dia. 4. Variation 2

Connecting with White 2 in *Dia. 4* also fails. Black simply fills a liberty with 3; if White 4, Black 5. White can't atari with 'a' because his stones are short of liberties. If White 4 at 'a', Black 5 atari six white stones.



Dia. 5. Failure 1

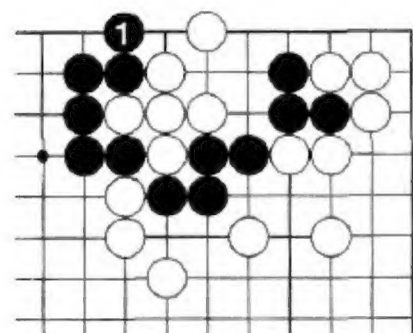
The attachment of Black 1 in *Dia. 5* fails. After the sequence to White 5, the result is a seki.



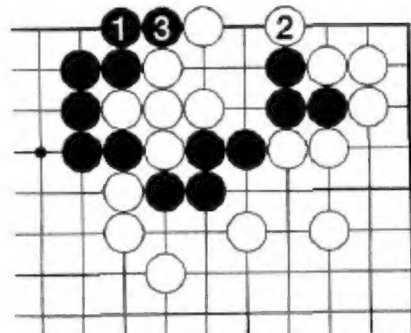
Dia. 6. Failure 2

The attachment of Black 1 in *Dia. 6* leads to a ko fight after the sequence to 5.

Problem 8

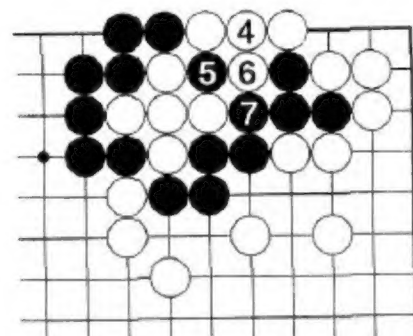


Dia. 1. Correct

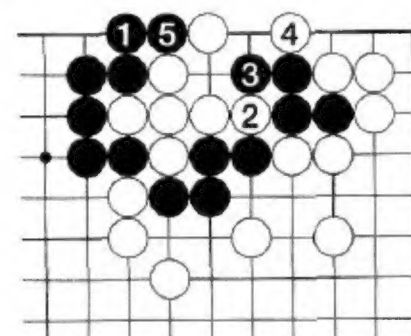


Dia. 2. Continuation 1

Descending to Black 1 in *Dia. 1* is the tesuji. If White 2 in *Dia. 2*, Black plays 3. Next —



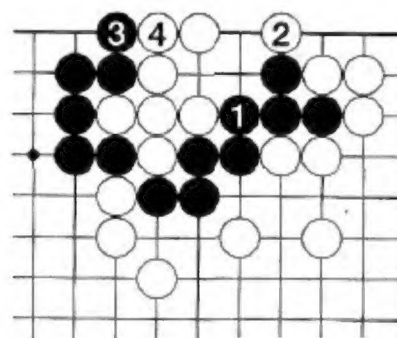
Dia. 3. Continuation



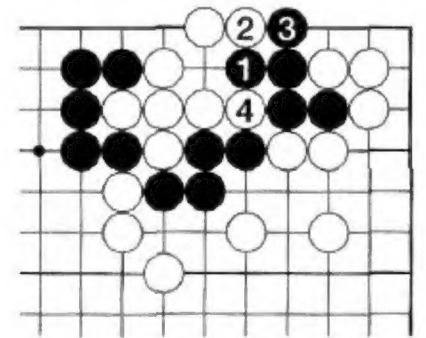
Dia. 4. Variation

If White tries to link up his stones with 4 in *Dia. 3*, Black throws in a stone with 5, then atari with 7. White can't connect because his stones are short of liberties.

If White cuts with 2 in *Dia. 4*, Black will turn at 3. If White 4, Black atari with 5, and again White can't connect because his stones are short of liberties.



Dia. 5. Failure 1

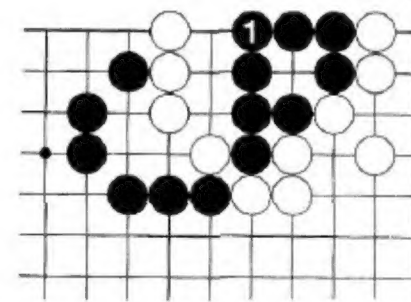


Dia. 6. Failure 2

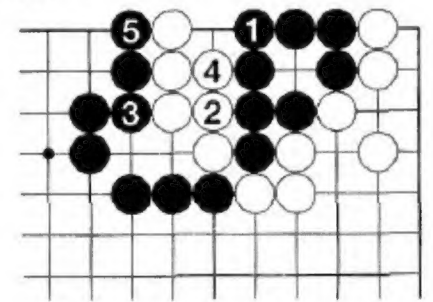
Connecting with Black 1 in *Dia. 5* fails. White hanes with 2, then, after Black 3, connects with 4. Black loses the fight.

If Black turns at 1 in *Dia. 6*, White exchanges 2 for Black 3, then cuts with 4. Black loses the capturing race.

Problem 9

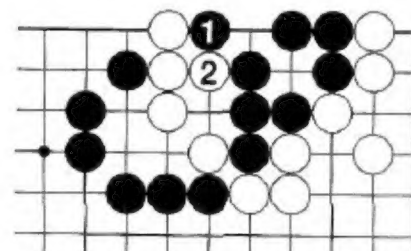


Dia. 1. Correct

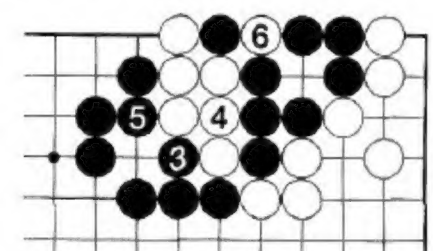


Dia. 2. Continuation

Black makes an eye by connecting with 1 in *Dia. 1*. This gives Black's stones three inside liberties. White now has to fill these liberties with 2 and 4 in *Dia. 2*, but, after Black 5, White can't atari the black stones because his own stones are short of liberties.



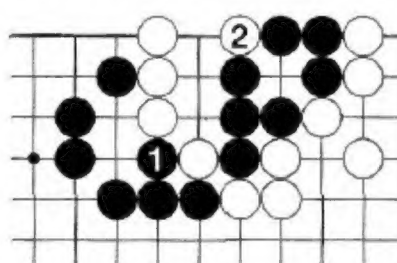
Dia. 3. Failure 1



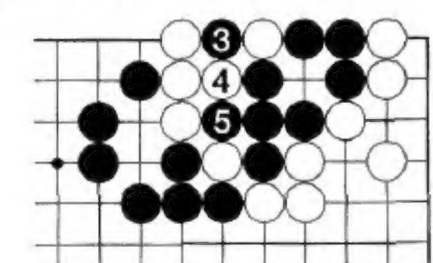
Dia. 4. Continuation

Even though Black starts to make an eye with the diagonal move of 1 in *Dia. 1*, it is not a good move because it loses a liberty. White atari with 2. Next —

Black fills White's liberties with 3 and 5, but White captures with 6, starting a ko. Black has to win this ko to win this capturing race.



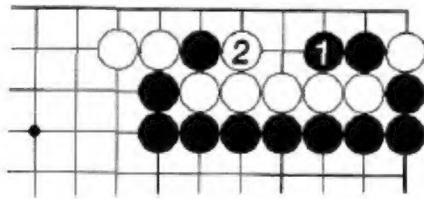
Dia. 5. Failure 2



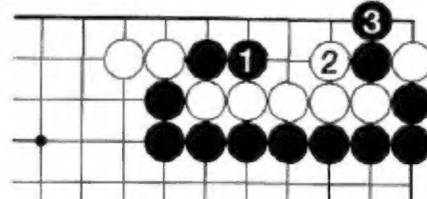
Dia. 6. Continuation

If Black atari with 1 in *Dia. 5*, White also atari by throwing in a stone at 2. Black must capture with 3 in *Dia. 6*. White exchanges 4 for Black 5, then captures the stone at 3 with 6. The result is a ko.

Problem 10



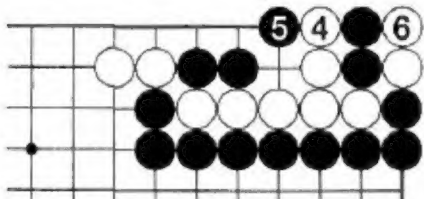
Dia. 1. Failure



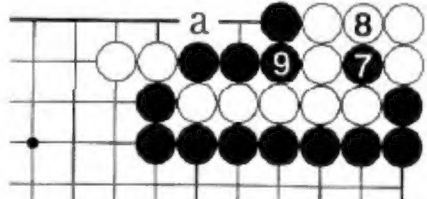
Dia. 2. Correct

Black 1 in *Dia. 1* fails. White only has to capture a stone with 2 to save the main body of his stones in the corner.

Crawling to Black 1 from the other side in *Dia. 2* is the correct move. If White ataries with 2, Black descends to 3. Next —

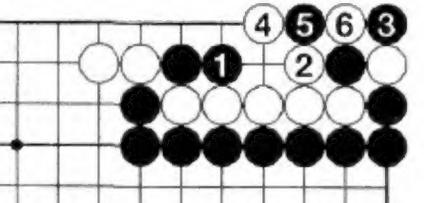


Dia. 3. Continuation 1

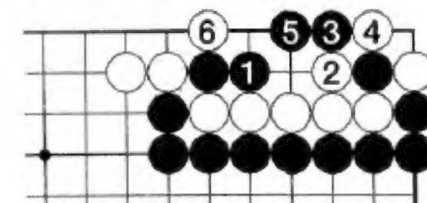


Dia. 4. Continuation 2

White ataries the two black stones in the corner with 4 in *Dia. 3*, then captures with 6. Black throws in a stone with 7 in *Dia. 4*. After White captures with 8, Black ataries with 9 and wins the capturing race.



Dia. 5. Failure 1

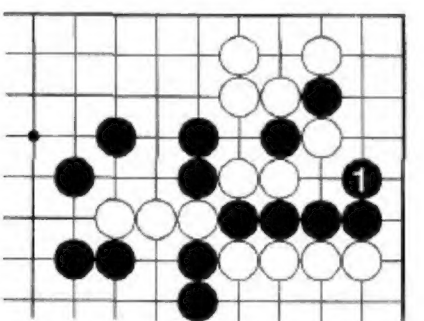


Dia. 6. Failure 2

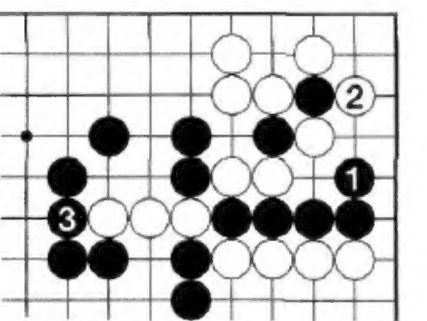
If Black answers White 2 by capturing with 3 in *Dia. 5*, the diagonal move of White 4 is the vital point. All Black can do now is to start a ko with 5.

Black 3 in *Dia. 6* looks like a tesuji, but it is the wrong move. After White 4 and 6, Black's stones are short of liberties, so he loses the capturing race.

Problem 11



Dia. 1. Correct

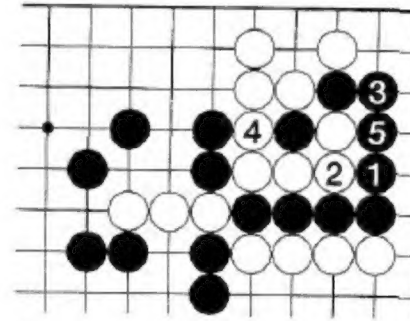


Dia. 2. Continuation

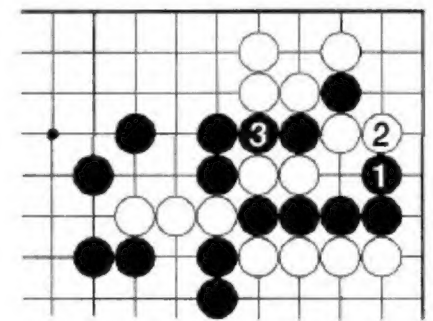
Turning with Black 1 in *Dia. 1* is the way for Black to increase his liberties. White must capture with 2 in *Dia. 2*. Black can now block at 3 and he wins the capturing race by one move.

If White answer Black 1 with 2 in *Dia. 3*, Black will descend to 3. White has to capture with 4, but Black's stones end up with five liberties to White's three, so Black wins the capturing race.

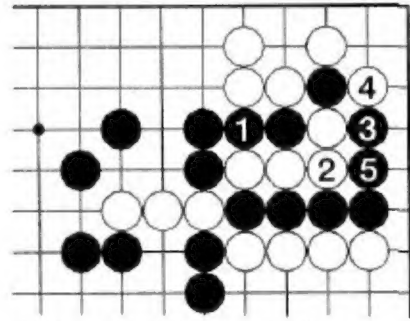
If White blocks with 2 in *Dia. 4*, Black ataries with 3. White can't connect. If he does, he will lose five stones instead of two.



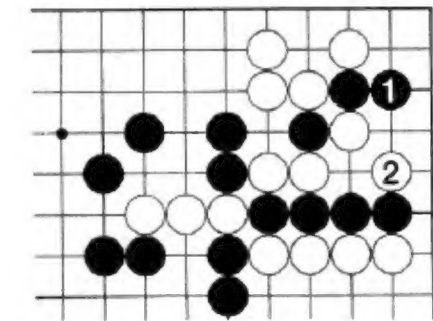
Dia. 3. Variation 1



Dia. 4. Variation 2



Dia. 5. Failure 1

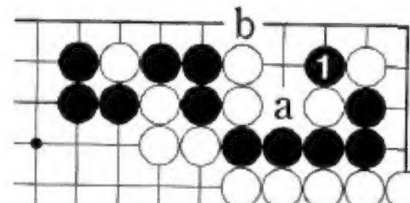


Dia. 6. Failure 2

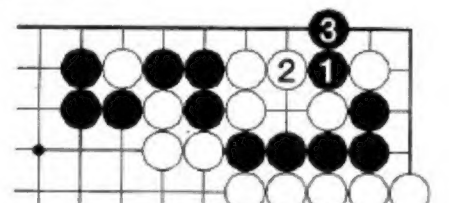
The atari of Black 1 in *Dia. 5* fails. After Black 5, White connects (left of 4) and White's three stones have four liberties to Black's three.

If Black descends to 1 in *Dia. 6*, White 2 kills the four black stones.

Problem 12

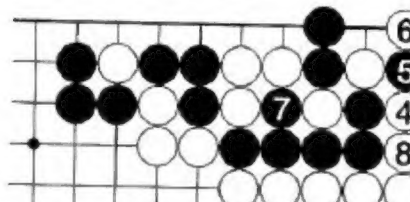


Dia. 1. Correct

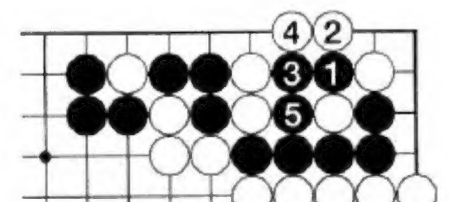


Dia. 2. Continuation

Black must first atari with 1 in *Dia. 1*. If White connects at 'a', Black will atari with 'b'. Therefore, White has to atari with 2 in *Dia. 2*. After Black descends to 3 —



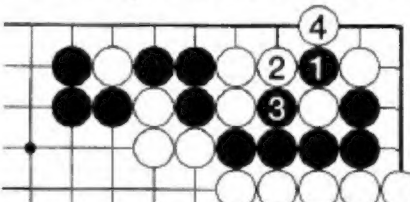
Dia. 3. Continuation



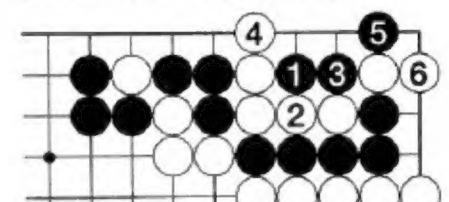
Dia. 4. Variation

White hanes with 4 in *Dia. 3*. Black's only move is to throw in a stone with 5. White captures with 6 and ataries with 8, forcing Black to connect with 9 (right of 7). Now White can't atari the black stones in the corner because he is short of liberties, so Black wins the capturing race.

The atari of White 2 in *Dia. 4* is weak resistance. After 5, Black's stones in the corner are alive.



Dia. 5. Failure 1



Dia. 6. Failure 2

If Black captures with 3 in *Dia. 5* instead of 3 in *Dia. 2*, White can get a ko with 4.

If Black plays the sequence to 5 in *Dia. 6*, he loses the capturing race. Black will find his stones short of liberties after White descends to 6.

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